

Crazy Tower Arcade

CZT-36-1001



ADRENALINE
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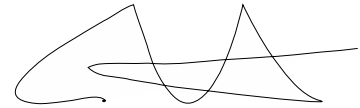
Operation & Service Manual

Version 6.0

*** Read this manual before use**

General Remark

If you encounter any difficulties or if you need support on how to update and/ or install your Crazy Tower Arcade product, we invite you to contact your local distributor or reach us at support@aagames.com or by calling our support line +1-450-824-1671



Adrenaline Amusements Team

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Table of Contents

Contents

| | |
|--|-----------|
| General Remark | 2 |
| Table of Contents | 3 |
| Chapter 01 - Preface | 5 |
| Precaution for Game Operation..... | 5 |
| Safety..... | 6 |
| Environmental Conditions..... | 6 |
| Chapter 02 - Game Features | 7 |
| Chapter 03 – Unit Features | 8 |
| Hardware Features..... | 8 |
| Cabinet Facts | 8 |
| Voltage | 8 |
| Chapter 04 – Unit Installation | 9 |
| Assembling your Crazy Tower Unit | 9 |
| Chapter 05 – Operator Menu | 13 |
| Operator Menu | 13 |
| Station Reassignment..... | 15 |
| Chapter 06 - Service & Repair | 16 |
| Computer Connections Version GTX 1050 video card | 16 |
| Version GTX 1060 video card (Discontinued) | 18 |
| Troubleshooting | 19 |
| Video Troubleshooting..... | 19 |
| Audio Troubleshooting | 22 |
| Wireless Internet Configuration..... | 25 |
| Operator Settings keeps resetting trouble | 26 |
| Headers & Projectors | 27 |

| | |
|--|-----------|
| Chapter 07 - Parts | 28 |
| Cabinet Parts | 28 |
| Pyramid Parts | 30 |
| Computer & Electronics | 31 |
| Decal Prints & Header | 32 |
| Cabling..... | 33 |
| Wiring Harness | 33 |
| Misc. Parts | 34 |
| Chapter 08 – Diagrams & Schematics | 35 |
| I/O board ADR-04-1001 (2016-2017 Discontinued) | 35 |
| I/O Board ADR-04-1003 (2018-...)..... | 39 |
| Power Distribution Schematics | 42 |
| Player Station Wiring..... | 43 |
| Coins & Ticket Wiring | 47 |
| RGB LED Wiring | 50 |
| Chapter 09 – Software Recovery | 51 |
| Chapter 10 – Card Reader | 52 |
| Embed System..... | 53 |
| Limited Warranty Policies | 55 |

Chapter 01 - Preface

Please read this page before preparing your CrazyTower Arcade product for game play.

The following safety instructions apply to all game operators and service personnel. Specific warnings and cautions will be included throughout this manual.

Use the following safety guidelines to help protect the system from potential damage and to ensure your personal safety:

- Electronic components in the game cabinet run on 110V AC 60Hz (220V/ 50Hz in most of Europe, the Middle East and the Far East delivered units).
- To help prevent electric shock, plug the system into a properly grounded power source. These cables are equipped with 3-prong plugs to help ensure proper grounding. Do not use adapter plugs or remove the grounding prong from a cable. If you must use an extension cable, use a 3-wire cable with properly grounded plugs. We do recommend a 15A rated current or higher power cord.
- To help protect your system from sudden increases and decreases in electrical power, use a surge suppressor, line conditioner or Uninterruptible Power Supply (UPS).
- Be sure nothing rests on the system's cables and that the cables are not located where they can be stepped on or tripped over.
- Keep your system far away from radiators and other heat sources.
- Do not block cooling vents.

Precaution for Game Operation

Adrenaline Amusements Inc. assumes no liability for injuries incurred while playing our games.

Operators should be aware that certain health and physical conditions may make people susceptible to injury when playing video games.

Safety



To avoid electrical shock, unplug the cabinet before performing installation or service procedures.

If a power cord is damaged, it must be replaced by the equivalent power cord available from your distributor.



Adrenaline Amusement Inc. assumes no liability for any damages or injuries incurred while setting up or servicing the cabinet. Only qualified service personnel should perform installation or service procedures.

Environmental Conditions

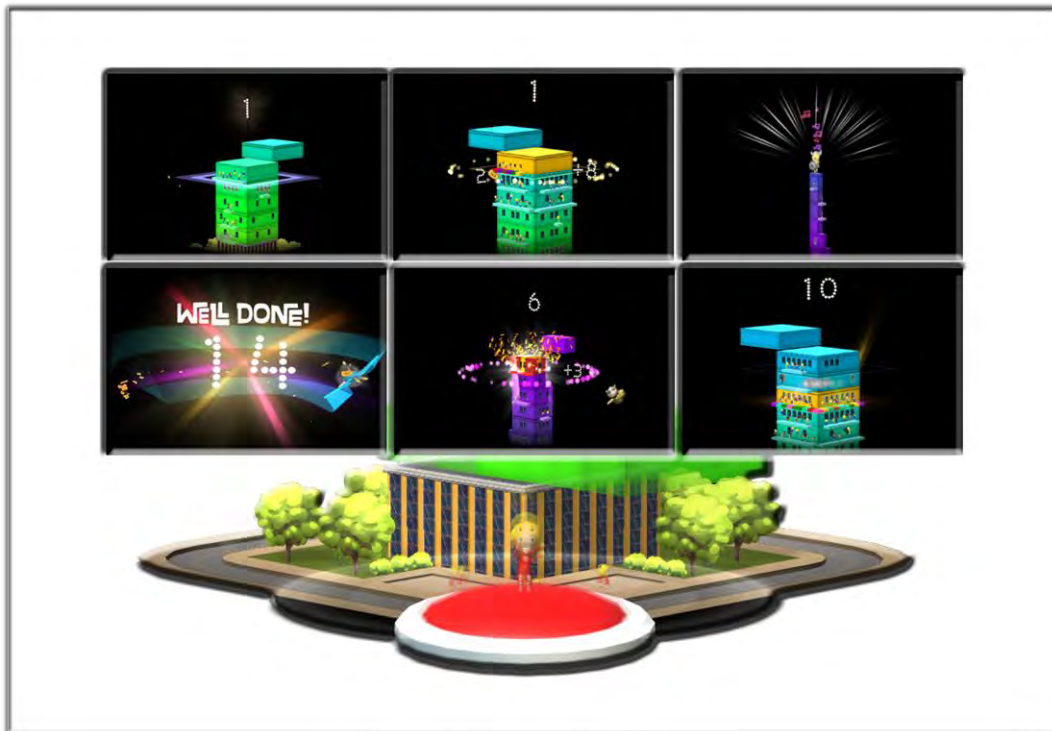
Cabinet is intended for indoor use only. Be sure to keep the cabinet dry and maintain operating temperatures of 59° - 86°F (15° - 30°C).

Chapter 02 - Game Features

Introducing the first holographic redemption game!
Playing an addictive game in a see-through 3D display.
Just out of this world!

How to Play

- Stack floors on top of each other to create the highest tower!
- Press a button to stack the current floor. Exceeding parts are chopped off. Missing completely the target put an end to the game.
- 100% Skill game.
- 4 players game play.



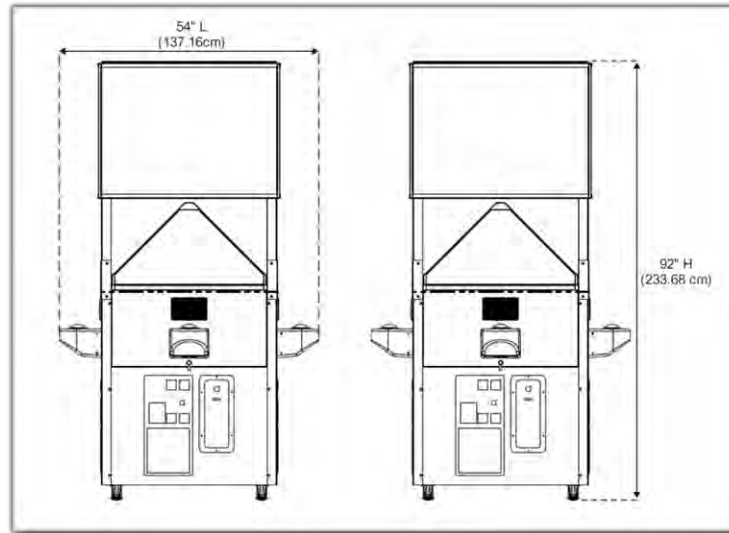
Chapter 03 – Unit Features

Hardware Features

- 4 Players Game
- Amazing hologram display with RGB LEDs animations.
- Optimized footprint; 4 players game in 20 sq²
- 100% Skill Game, challenge your friends!

Cabinet Facts

Cabinet Dimensions



Depth = 54" / 137.16 cm

Width = 54" / 137.16 cm

Height = 92" / 233.68 cm

Shipping Dimensions

Width = 42"

Depth = 42"

Height = 98"

Weight = 450lbs

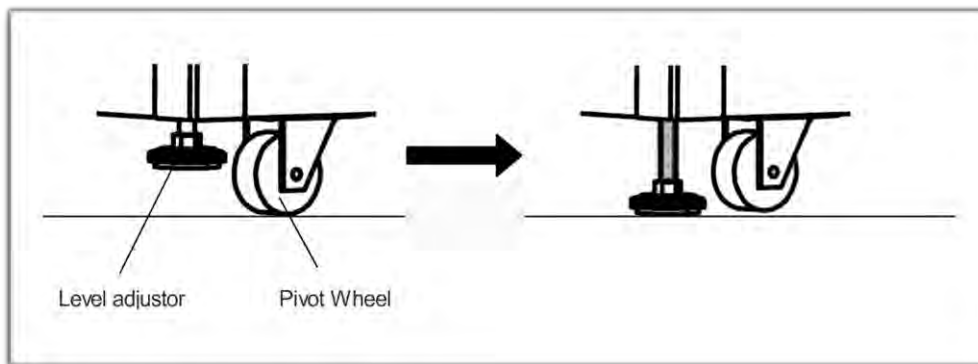
Voltage

| Voltage | Operating |
|---------|-----------|
| 110V AC | 3 AMP |
| 220V AC | 1.5 AMP |

Chapter 04 – Unit Installation

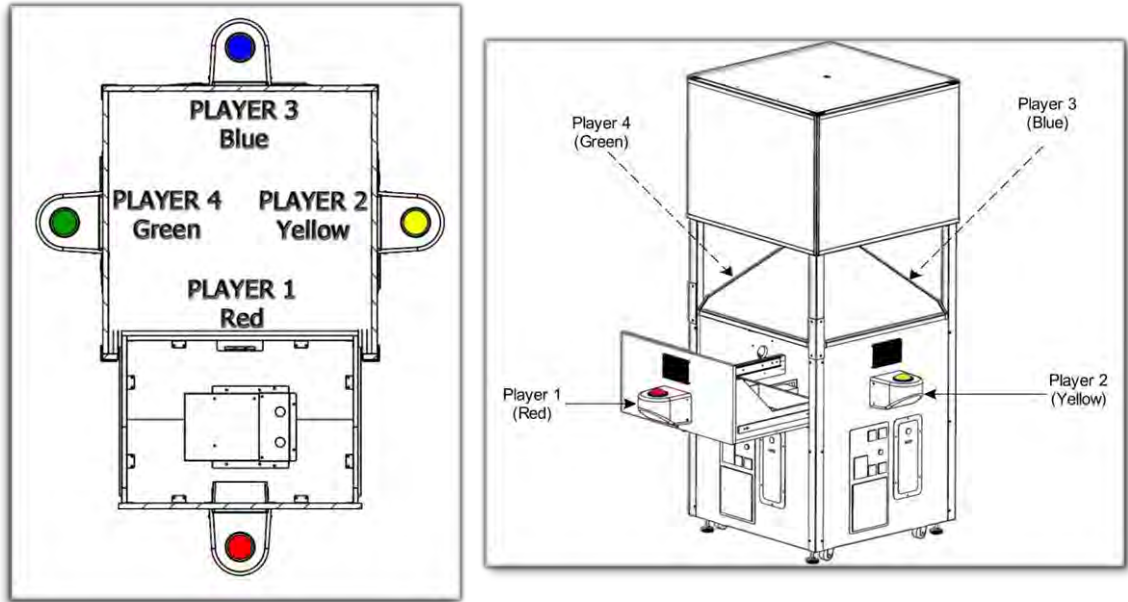
Assembling your Crazy Tower Unit

1. Carefully remove the Cabinet from the shipping container, giving you enough space.
2. Move the cabinet to the desired location.
3. Lower the four Level adjusters until the Pivot Wheels are slightly above the floor.



- Each side has his specific button color onscreen; here are the player references that are assigned.

This is very important for any troubleshooting steps (Ref.: Troubleshooting Chapter).



Player 1 is the Red player; it's on the drawer side.

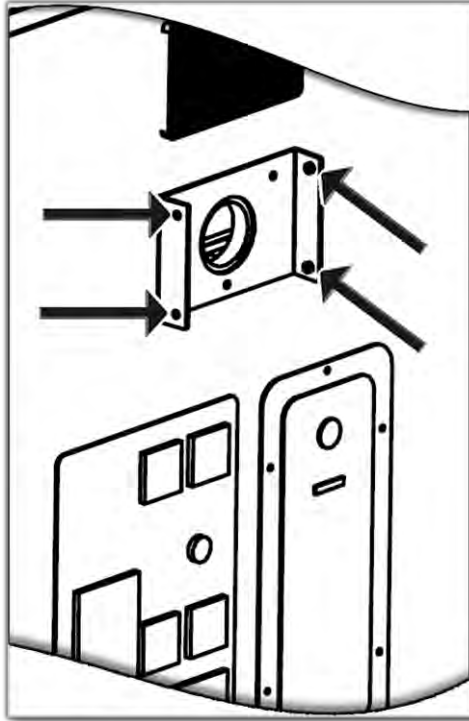
Player 2 is the Yellow player; it's on the right side when you are facing the drawer.

Player 3 is the Blue player; it's the opposite side of the drawer.

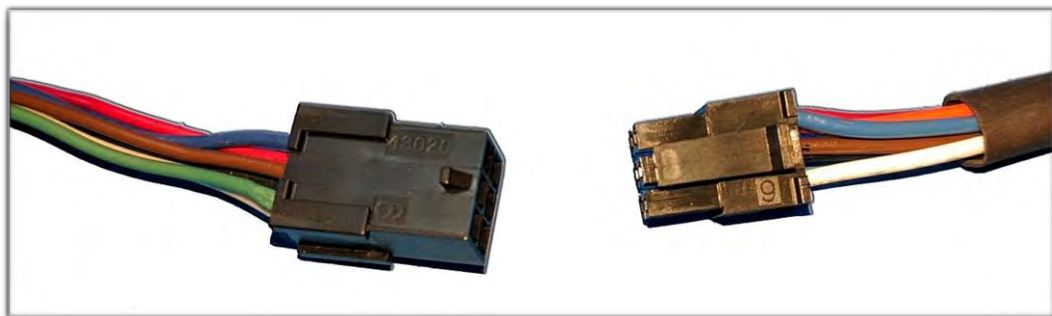
Player 4 is the Green player; it's on left side when you are facing the drawer.

- You can install any player box to any positions now as they all have UFO RGB buttons. The player reference is for the physical setup & configuration.*

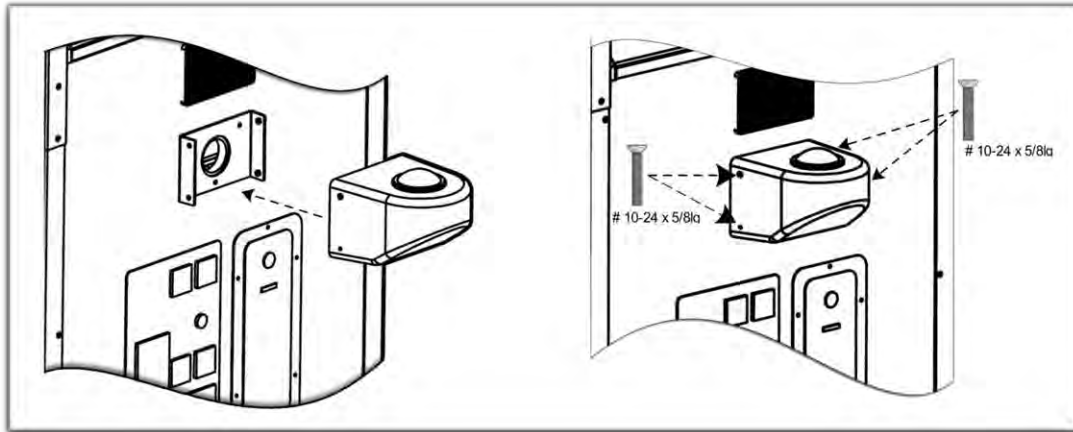
5. Locate the holes on the bracket that will hold in place the player boxes, two on each side.



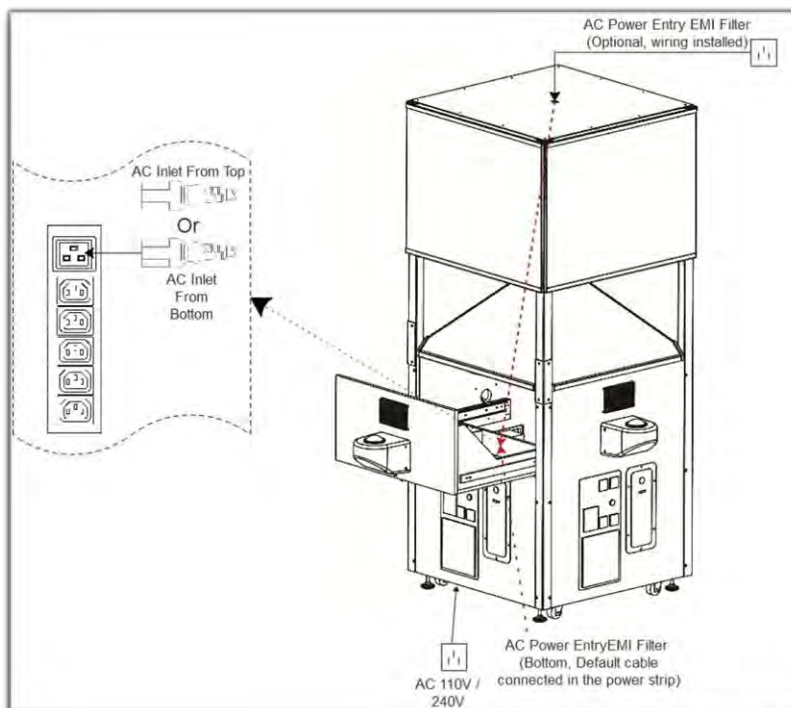
6. Before sliding the player box on the bracket, connect the cable from the cabinet to the cable inside the player box. It is a 6-Pins connector.



- When the cables are connected, gently slide the player box on the bracket until you see the holes alignment. Then, affix the 4 bolts 10-24 X 5/8lg and tighten them.



- Repeat the steps 4 to 6 for each player boxes.



- You can connect the AC cable from the wall to the unit by using one of the two available Power Entry EMI filter connectors.
The default AC Input cable connected to the main power strip is located under the cabinet.
The 2nd connector is on the top of the unit if you have a ceiling AC cable available. If you want to use the upper AC input, you will need to use the “AC From Top” cable in the drawer instead of the “AC From Bottom” cable.
Only 1 of them can be connected on the drawer power strip.

Chapter 05 – Operator Menu

Operator Menu

Access the Operator Menu by pressing the Operator button located inside the drawer on the I/O board directly.

- Oper:** *Open the Operator Menu*
- Up:** *Scroll Up & Increase Value*
- Down:** *Scroll Down & Decrease Value*
- Select Button:** *Select/Deselect*



| Operator Menu Version # | | | |
|----------------------------|---------------|----------------|-----------|
| Credits per game | 4 | | |
| Game Audio Volume | 20 | | |
| Attract Audio Volume | 20 | | |
| Ticket Value | 1 | | |
| Payment Type | Credits | | |
| Redemption Mode | ON | | |
| Redemption Unit Name | Tickets | | |
| Ticket Feed | End Game | | |
| Minimum Tickets | 0 | | |
| Bonus Value | 1000 | | |
| Average Game For Bonus | 250 | | |
| Ticket Per Block | 0.3 | | |
| Fixed Tickets | 0 | | |
| Internet Connection | ON | | |
| Station Reassignment | Update By USB | Configure WIFI | |
| Clear Credits | Game Stats | Resume Game | Quit Game |

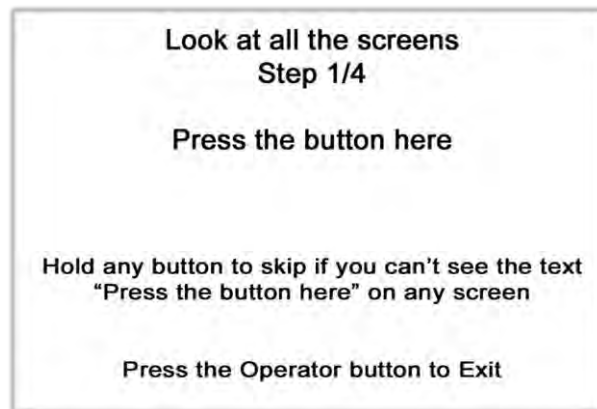
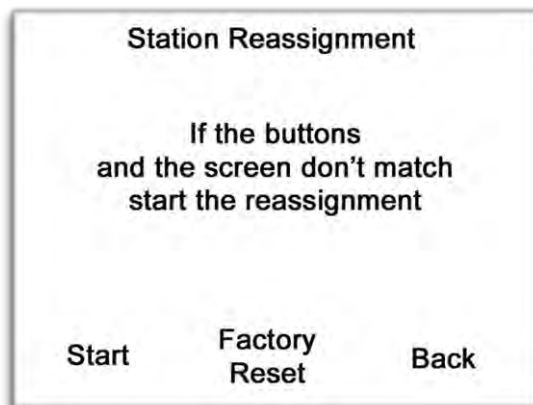
| Operator Menu | Values | What it does |
|-------------------------|-----------------------|--|
| Credits Per Game | 0 – 20 | Adjusts the number of credits required to play. “0” sets the unit in free play mode. |
| Game Audio Volume | 0 – 20 | Adjusts the in-game audio volume. “0” will mute the game. |
| Attract Audio Volume | 0 – 20 | Adjusts the audio volume of the attract loop. “0” will mute the attract loop. |
| Ticket Value | 1 – 2 | Adjusts the value of physical tickets. Physical tickets are either worth “1” ticket or “2” tickets. |
| Payment Type | Credit / Card | Changes the credit type. “Credits” = Coins and “Card” = Card Reader. This will change the in-game text accordingly. |
| Redemption Mode | On / Off | Adjusts the Redemption availability. |
| Redemption Unit Name | Tickets/Coupons | Adjusts the in-game text accordingly. |
| Ticket Feed | Continuous / End Game | Adjusts the ticket distribution mode (Continuous: during the game; End Game: At the end of the game). If you have a Card Reader please use END GAME. |
| Minimum Tickets | 0 – 20 | Adjusts the minimum number of tickets per game. |
| Bonus Value | 50 - 1000 | Adjusts the number of tickets given when the Bonus is reached. |
| Average games for Bonus | 10 - 1000 | Sets how frequently the Bonus could be awarded. |
| Ticket Per Block | 0.1 – 2.0 | Adjusts the number of tickets given per floor added (Increment per 0.1). |
| Fixed Tickets | 0 - 20 | Adjusts the fixed number of tickets given per game. |
| Internet Connection | ON / OFF | Enable or Disabled the Internet Lookup Update. If you keep it enabled but do not connect the Internet to your unit you will have a 2m30s onscreen delay when the unit powers on. |

| | | |
|----------------------|-----|--|
| Update By USB | | Reboot the unit to update the game via a previously downloaded file copied on a USB flash drive. |
| Game Stats | N/A | Shows the Stats Screen. |
| Clear Credits | N/A | Resets the Inserted credits to 0 if more than 40 credits are entered. |
| Station Reassignment | N/A | To edit the button and player positions. |
| Quit Game | N/A | Exits the game and returns to the Windows desktop. |
| Resume Game | N/A | Exits the Operator Menu and returns to the game. |

Station Reassignment

If the Coins and/or Speakers doesn't work for all 4 stations, you can do a *Factory Reset* to restore the 4 players positions.

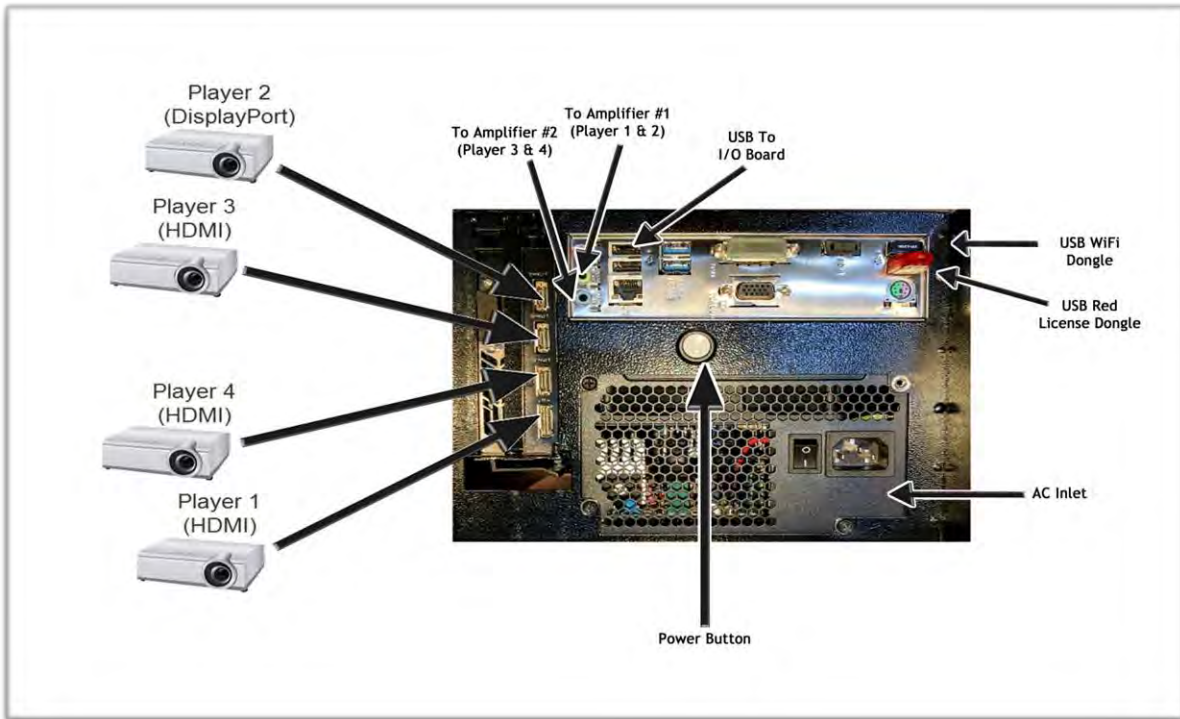
If you have a defective projector, during the time you are waiting the replacement, you can recalibrate the positions one by one by choosing Start and pressing each working station positions.

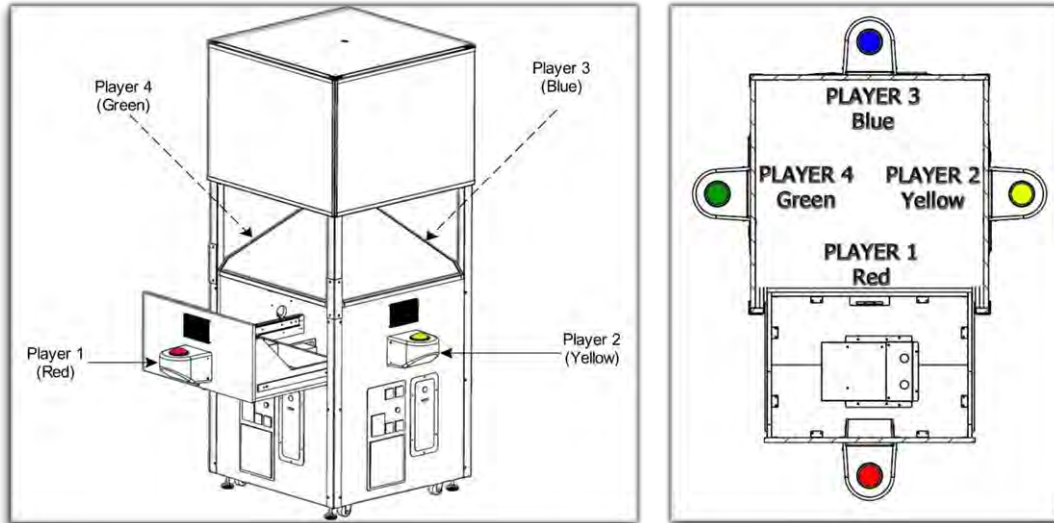


Chapter 06 - Service & Repair

Computer Connections

Version GTX 1050 video card





Each side has his specific button color onscreen; here are the player references that are assigned.

This is very important for any troubleshooting steps.

Player 1 is the Red player; it's on the drawer side.

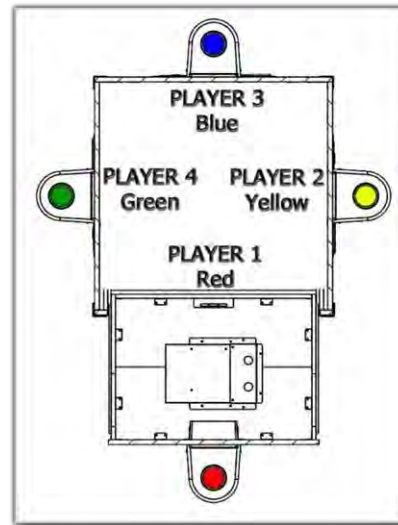
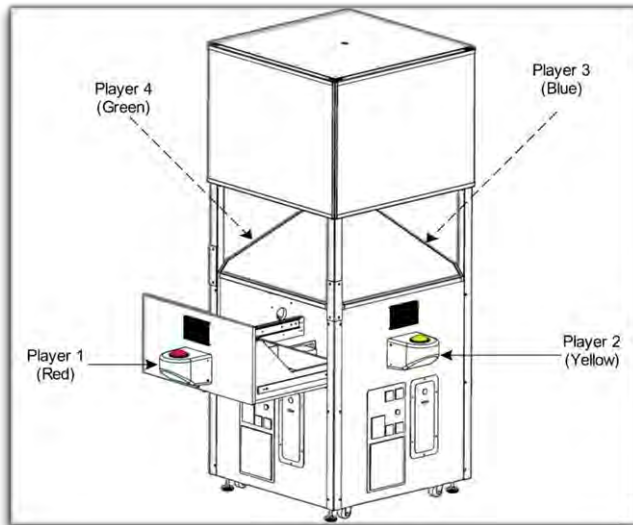
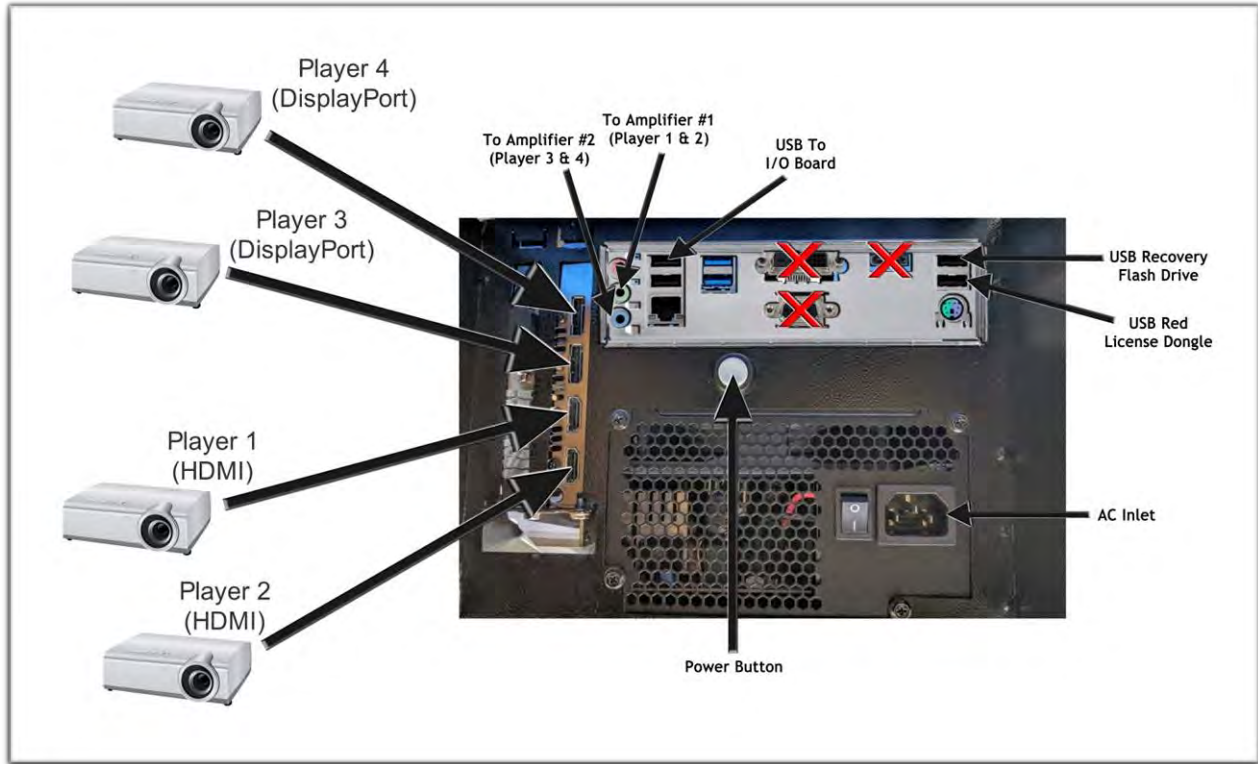
Player 2 is the Yellow player; it's on the right side when you are facing the drawer.

Player 3 is the Blue player; it's the opposite side of the drawer.

Player 4 is the Green player; it's on left side when you are facing the drawer.

- *You can install any player box to any positions now as they all have UFO RGB buttons. The player reference is for the physical setup & configuration.*

Version GTX 1060 video card (Discontinued)



Troubleshooting

*** NOTE: When requesting a warranty replacement you will be asked to give the unit's serial number from the back of the unit.**

Video Troubleshooting

No Picture or Display Problem

There could be loose or faulty connections between a projector and the computer. Make sure the video cable is connected properly to both the computer and to the projector.

Verify that the projector is powered on by looking on the glass that doesn't display the game. You should see "HDMI / MHL – Searching". If not, try to power on the projector by using the remote or by pressing the power button on the projector.



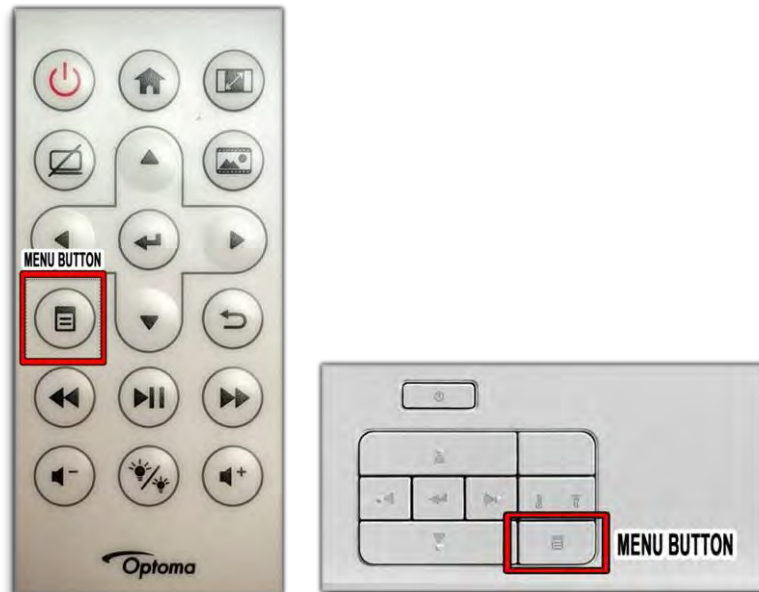
If the display in the glass seems to be offset or blurred, you can adjust the projector focus by turning the focus ring left or right. If you need to adjust the position, quit the game into Windows and refer yourself with the grey bar all around the desktop wallpaper and the vertical center one.

All 4 sides displays “HDMI / MHL – Searching” - No power to computer.

- Verify that the computer is powered ON. Open the drawer; you should see the fans spinning.
- If not, press the WHITE Power Button on the computer.
- Make sure that the power plug is well connected and that the Power Supply switch is set to ON.

If a projector doesn't start automatically.

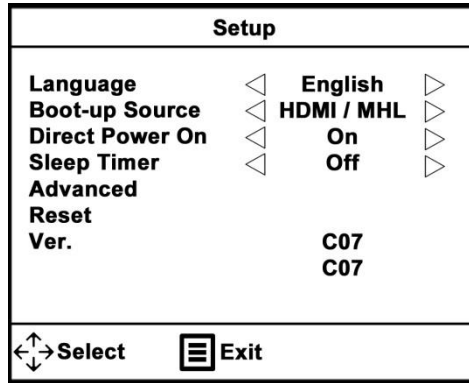
- Using the remote (Or directly on the projector) press the menu button.



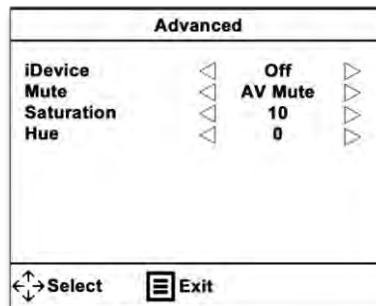
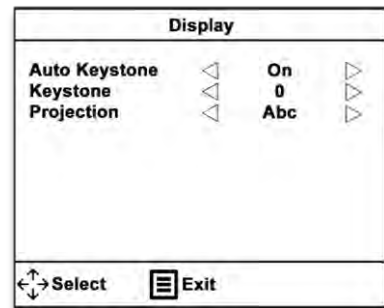
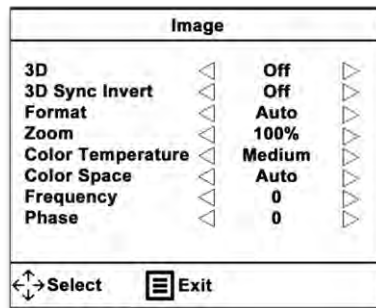
- Using the arrows go to **Setup** and press Enter.


| Menu | | |
|--------------|----------------|---------|
| Input Source | ◀ HDMI / MHL ▶ | |
| Volume | ◀ 0 ▶ | |
| Display Mode | ◀ PC ▶ | |
| Brightness | ◀ 5 ▶ | |
| Contrast | ◀ 5 ▶ | |
| Image | | |
| Display | | |
| Setup | | |
| ↕ Select | ☰ Exit | ↵ Enter |

- Verify that the settings are like those below

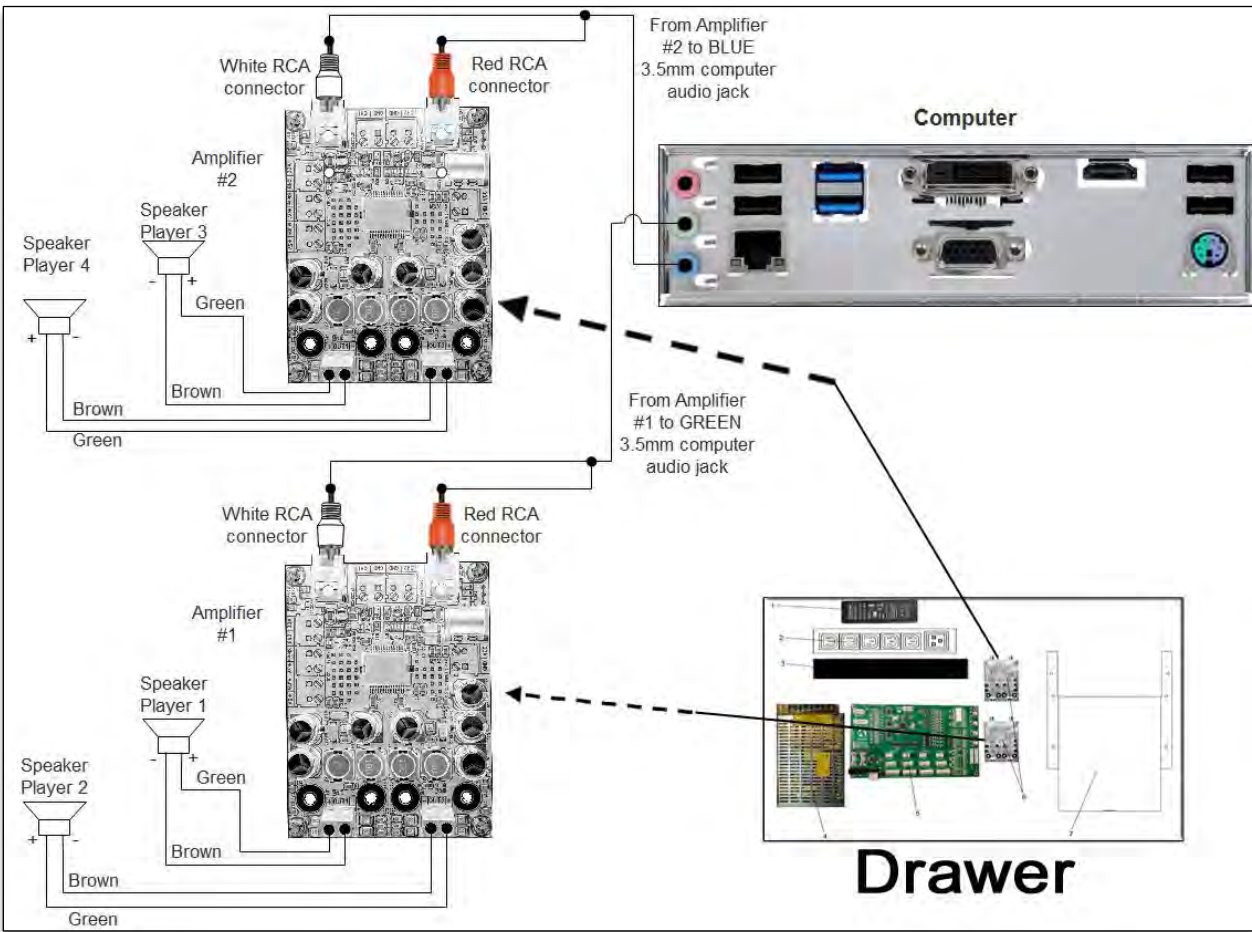


Below are the other Projector Settings Screens as references

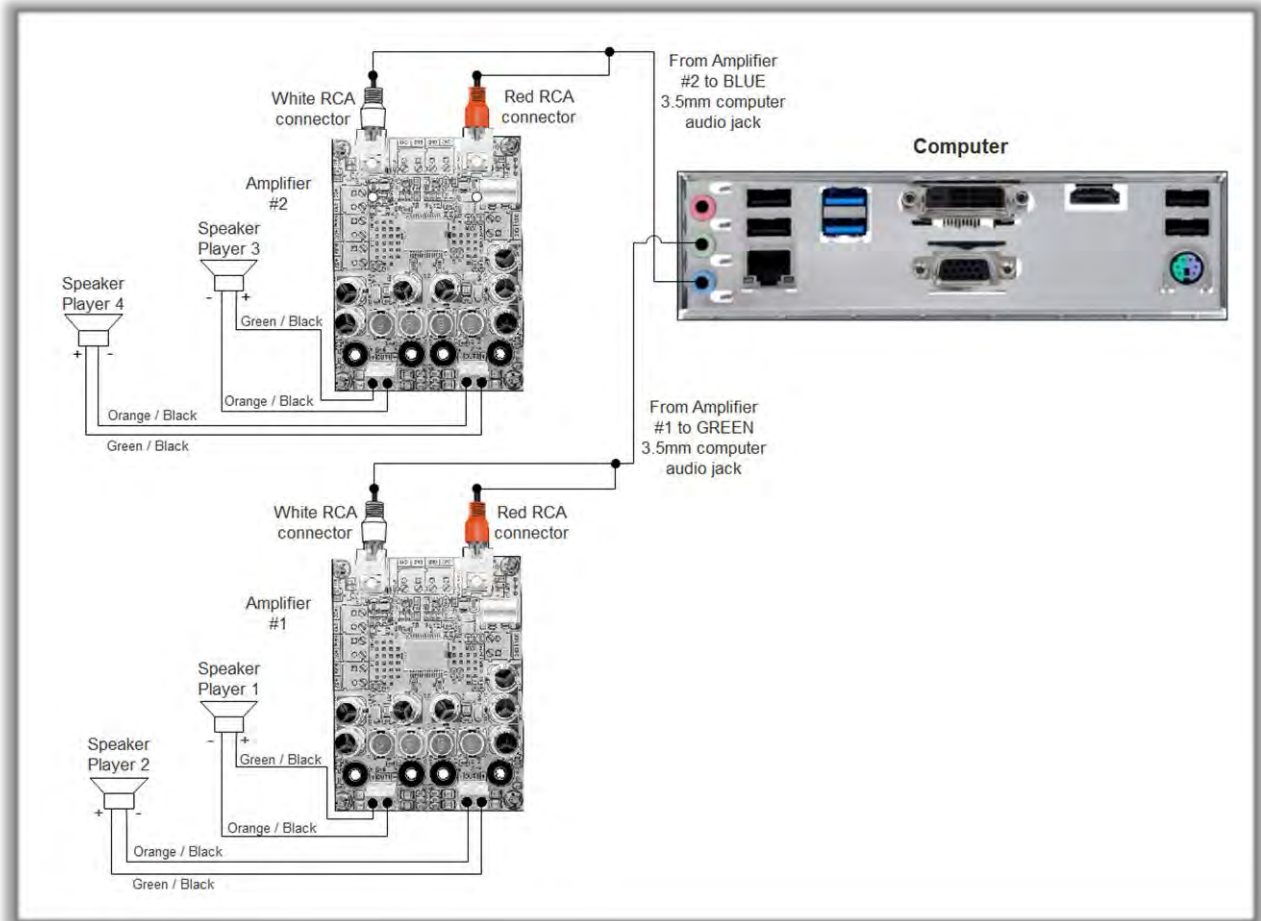


| Audio Troubleshooting | |
|------------------------------|---|
| Low Volume / No Sound | Increase the volume in the game by pressing the Operator Button and adjusting the volume options in the Operator Menu. You might also Quit the game to Windows desktop and increase the volume via the  Speaker icon on the bottom right of your screen. |
| | Verify the wirings behind the speakers and in the amplifier. Verify that the 1/8" audio jack is plugged in the computer's sound input jack and that the other end RCA's are plugged in the sound amplifier. If a player doesn't have sound, refer to the wiring diagram below. Each amplifier controls 2 players. If the sound is not playing for the good player position, try to invert the Red & White RCA connectors on the amplifier. |

Version 1 Speakers Wiring Colors



Version 2 Speakers Wiring Colors



Wireless Internet Configuration

Your network can be configured via Ethernet cable or Wireless.

If you have an Ethernet cable available to be plugged in, insert it into the motherboard LAN RJ45 connector.

If not, here's how to configure your wireless network with your own existing Wi-Fi network.

-Start the unit.

-There will be Adrenaline Amusements wallpaper with a 150 seconds delay before the attract mode shows up. It gives enough time for a wireless network to connect.

(This delay will be present on each reboot if you don't connect your unit to the Internet).*

-Open the coin door and press the Operator button.

-Choose Configure Wifi.

-Connect a USB keyboard.

-In the list of networks, click the network you want to connect to and click connect.

-Enter your security key.

Having your unit connected to the Internet includes free software live update!

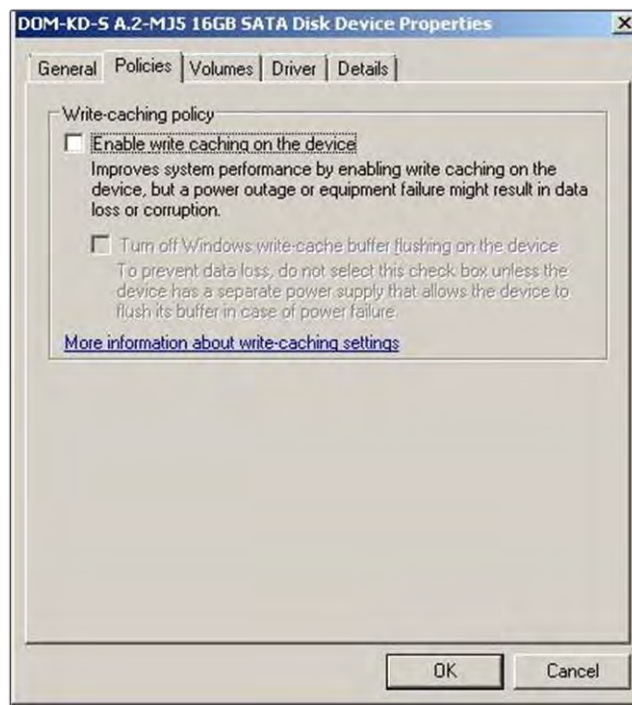
*If you do not connect your unit to the Internet, you can bypass the 150-seconds Internet lookup delay via the Operator Menu.

Operator Settings keeps resetting trouble

Operator Settings keeps resetting back to default values after powering off the breakers.

The Windows & SSD Device write cache needs to be disabled:

- Exit the game to Windows.
- Press on Start
- Right click on My Computer
- Choose Properties
- Click on Device Manager
- Expand Disk Drives
- Double click the 32GB Device (Not the USB drive if there is one)
- Go to Policies
- Remove the check in front of “Enable Write caching on the device” as seen below, press OK and then YES to reboot the computer. If it doesn’t ask to reboot the computer you need to do it by pressing Start, Restart.

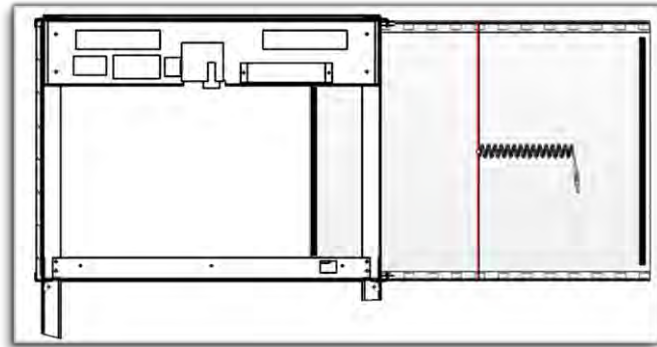
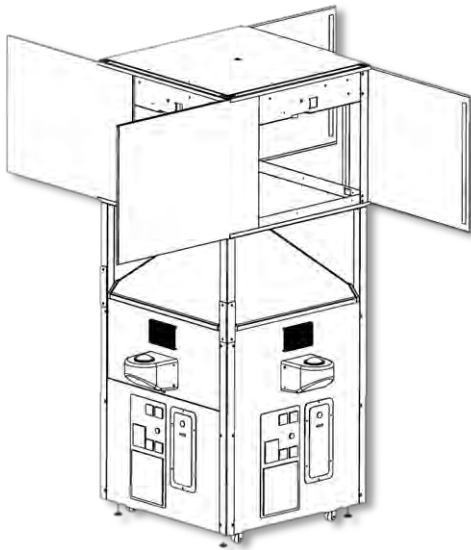


Headers & Projectors

If you need to access the projectors for adjustment or replacement, you will first need to unscrew the top screw to be able to slide the acrylic panel.

Vertical magnets are installed on each side of the back acrylic panel to assure the position.

Do not slide the panel completely as you will have a Power Connector to unplug before removing the panel from the cabinet.



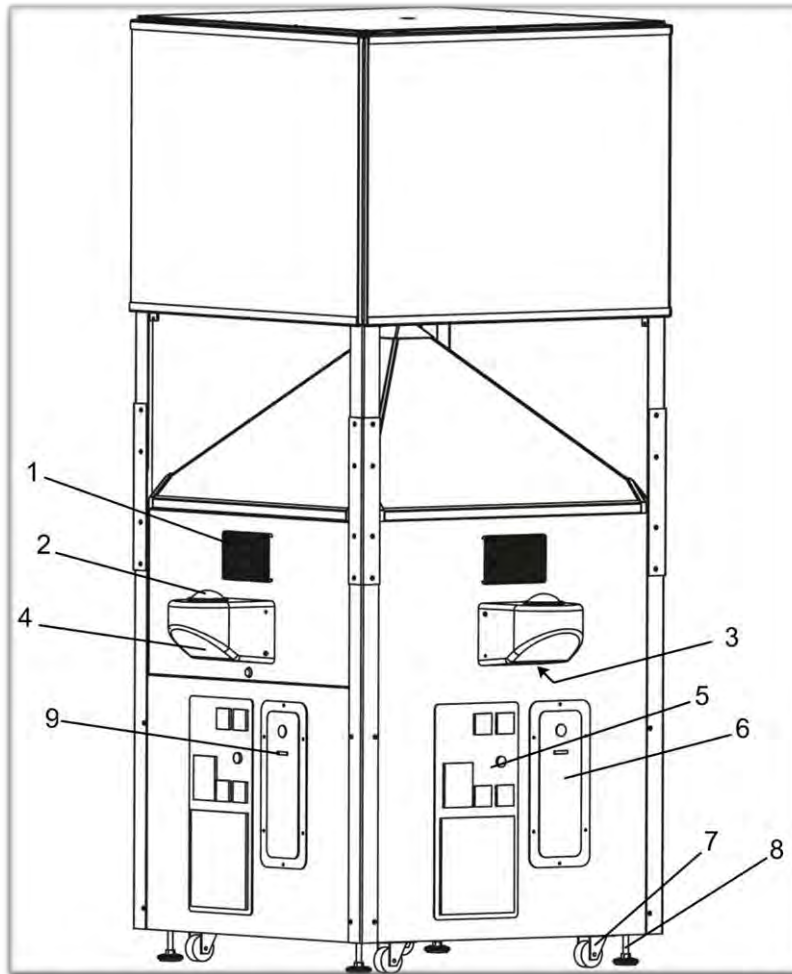
If you need to replace the Header LEDs, gently remove the black horizontal cover on both the top and bottom.

The LEDs can be removed by gently pulling them off the cover as they are installed by adhesive.

The new one can be installed by removing the adhesive cover under the new LEDs strip first.

Chapter 07 - Parts

Cabinet Parts

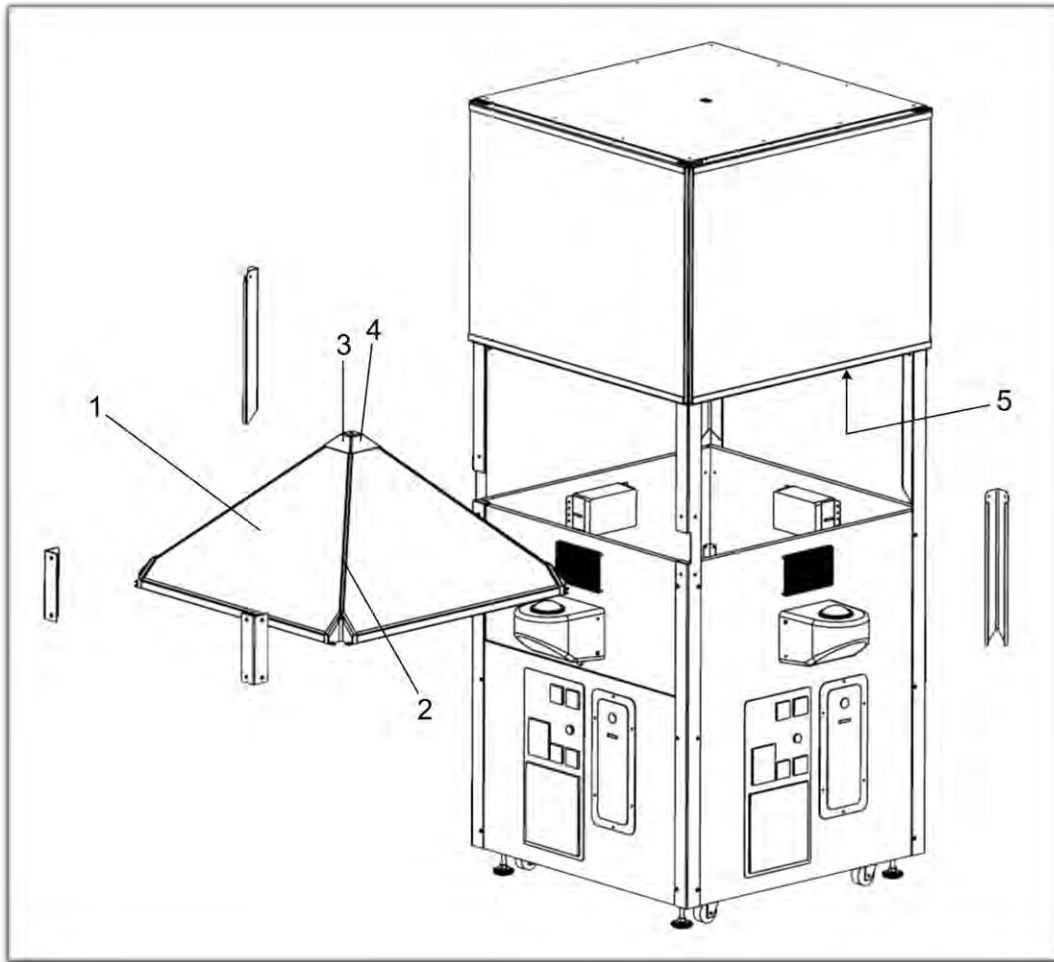


| Ref | Part Description | Part # |
|-----|----------------------------------|-----------------|
| 1 | Speakers 4" | ADR-50-9986-00 |
| 2 | UFO RGB Button | ADR-75-0029-00 |
| 3 | Fan 80mm +12V (3-Pins connector) | ADR-FAN-80MM-01 |
| 4 | Thermoformed Player Box | CZT-05-1001 |
| 5 | Coin Door Assembly | ADR-40-3000-06 |
| 6 | Ticket Door | ADR-40-0540-00 |

CrazyTower Arcade Manual V6.0
Chapter 07 – Parts

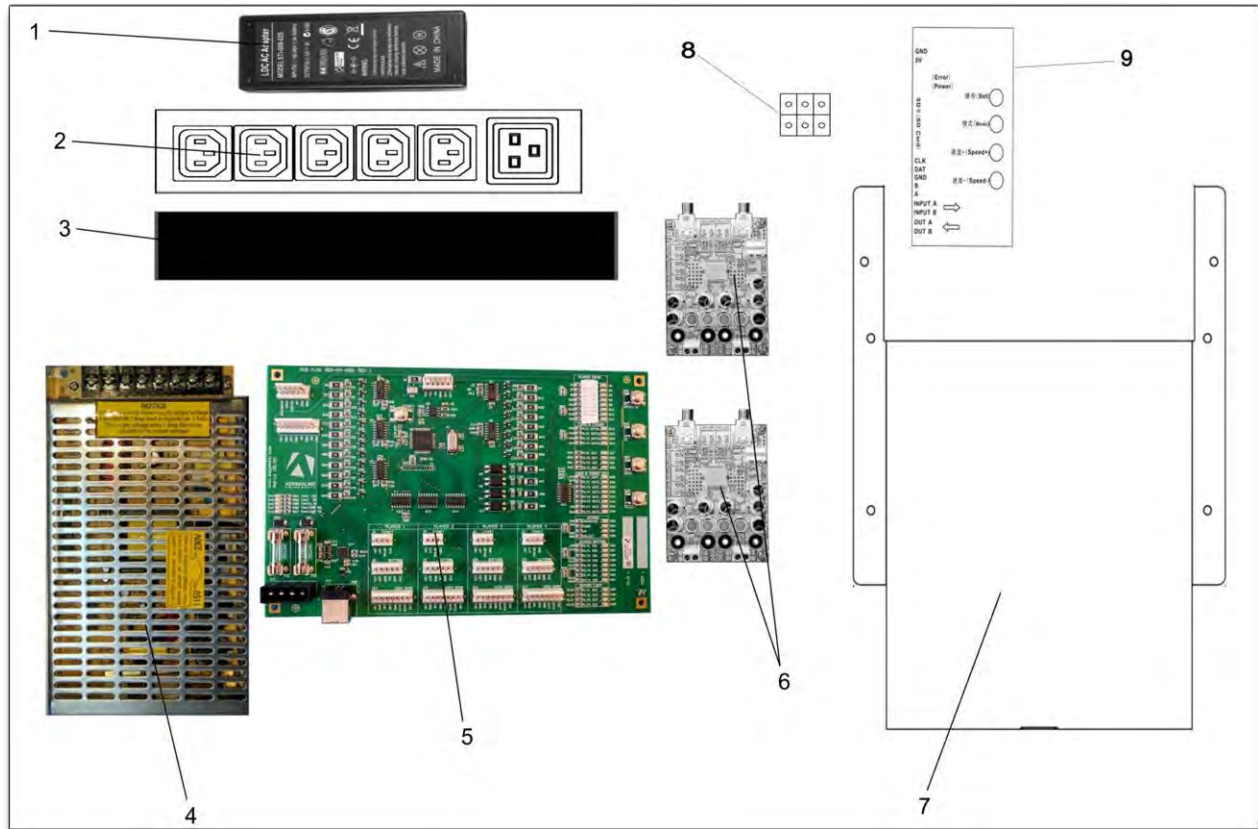
| | | |
|---|-------------------------------|------------------|
| 7 | Pivot Wheel | INV-F25083 |
| 8 | Level Adjustor | INV-62805K-39 |
| 9 | Entropy 2000 Ticket dispenser | ADR-42-1337-00 |
| | Grill 80mm | ADR-GRILLE-80MM |
| | Ticket Bin with Level Sensor | ADR-42-1015-00 |
| | 7-Digits Meter with bracket | ADR-42-08012-072 |
| | Plastic Coin Container | INV-07-1011 |
| | Sticker for Tap Button | FT-09-TAP |
| | Blank Coin Door (Optional) | ADR-0745-20 |
| | Red LED Low Ticket | ADR-L20691-ND |

Pyramid Parts



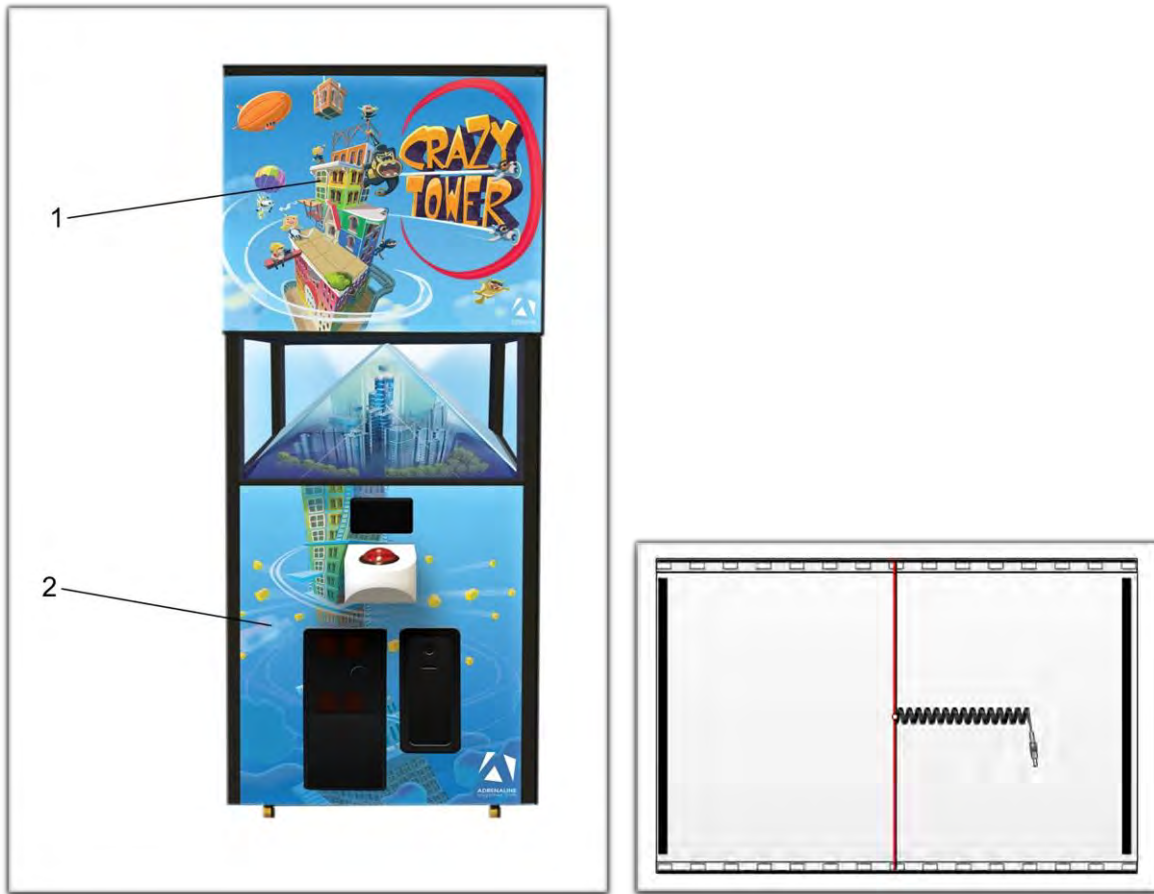
| Ref | Part Description | Part Number |
|-----|----------------------------------|-------------|
| 1 | Oleo Phobic Coating Glasses | CZT-10-1001 |
| 2 | Rubber for Windows Side | CZT-05-1003 |
| 3 | Thermoformed Top Part 1 | CZT-05-1005 |
| 4 | Thermoformed Top Part 2 | CZT-05-1006 |
| 5 | Projector Canvas Black 3' X 3' | CZT-10-1002 |
| | Canvas Snaps | CZT-05-1009 |
| | Rubber Edge for Windows | CZT-05-1004 |
| | Thermoformed Corners for Pyramid | CZT-05-1007 |
| | Acrylic Cover for RGB LEDs | CZT-05-1012 |

Computer & Electronics



| Ref | Part Description | Part Number |
|-----|------------------------------------|------------------|
| 1 | Power Adapter 12V / 5A | INV-14-0006 |
| 2 | Outlet Power Bar IEC C13 5-Ports | INV-05-1242 |
| 3 | Plastic Wiring Duct Cover 10" | INV-WD-2020-GY |
| 4 | Power Supply 130W +5V/15A +12V/4A | ADR-80-2010-00 |
| 5 | I/O Board Version 5.01 | ADR-04-1001 |
| 6 | Audio Amplifier 2X15W | INV-14-0005 |
| 7 | Crazy Tower Computer | ADR-11-1013 |
| 8 | 3 Circuits Barrier Block Connector | CZT-05-1013 |
| 9 | Led Controller T-1000S | INV-14-1023 |
| | LED Projector | CZT-10-1003 |
| | USB Restore Flash Drive | ADR-11-2012 |
| | SSD Hard Drive CrazyTower | INV-11-1017 |
| | USB Wi-Fi Adapter | INV-TL-WN725N |
| | PC Case Fan 80mm | ADR-FAN-80MM |
| | RGB LEDs PCB | INV-14-1028-1029 |

Decal Prints & Header



| Ref | Part Description | Part Number |
|-----|-------------------------------------|-------------|
| 1 | Header Acrylic Panel | CZT-09-1001 |
| 2 | Melamine Decal Panel | CZT-09-1002 |
| | Melamine Decal Panel + Drawer Decal | CZT-09-1003 |
| | Header LED with soldered wiring | CZT-14-1001 |

Cablings

| Part Description | Part Number |
|---|------------------|
| 2 Feet USB "AB" cable | INV-USB-AB1-02BK |
| Audio Cable 2X Male RCA to Male 3.5mm | INV-35MM-RCAE-06 |
| Splitter 1-Female To 2-Males 2.1mm for Amplifier Power Supply in Drawer | TF-05-1223 |
| Splitter 1-Female To 4-Males 2.1mm for Header LED Strip | ADR-1528-1455-ND |
| Power Cord IEC-C14 to IEC-C7 18AWG 3' | INV-PW-117-03 |
| Power Cord IEC-C13 To IEC-C14 18AWG 2' | INV-PW-100-02 |
| Power Cord Wall To Unit 14AWG 6' | INV-PW-105C-06 |
| Power Cable IEC-C14 To IEC-C5 18AWG 3' | INV-PW-118-03 |
| Power Cable IEC-C14 To IEC-C5 18AWG 6' | INV-PW-118-06 |
| Power Cable NEMA 5-15P to IEC-C13 18AWG 12' | INV-PW-105-12 |
| Power Cord IEC-C13 To IEC-C14 18AWG 12' | INV-PW-100-12 |
| HDMI Cable 15' | INV-HDMI-140-15K |
| DisplayPort to HDMI AWG28 15' | INV-DP-HDMI-15 |

Wiring Harness

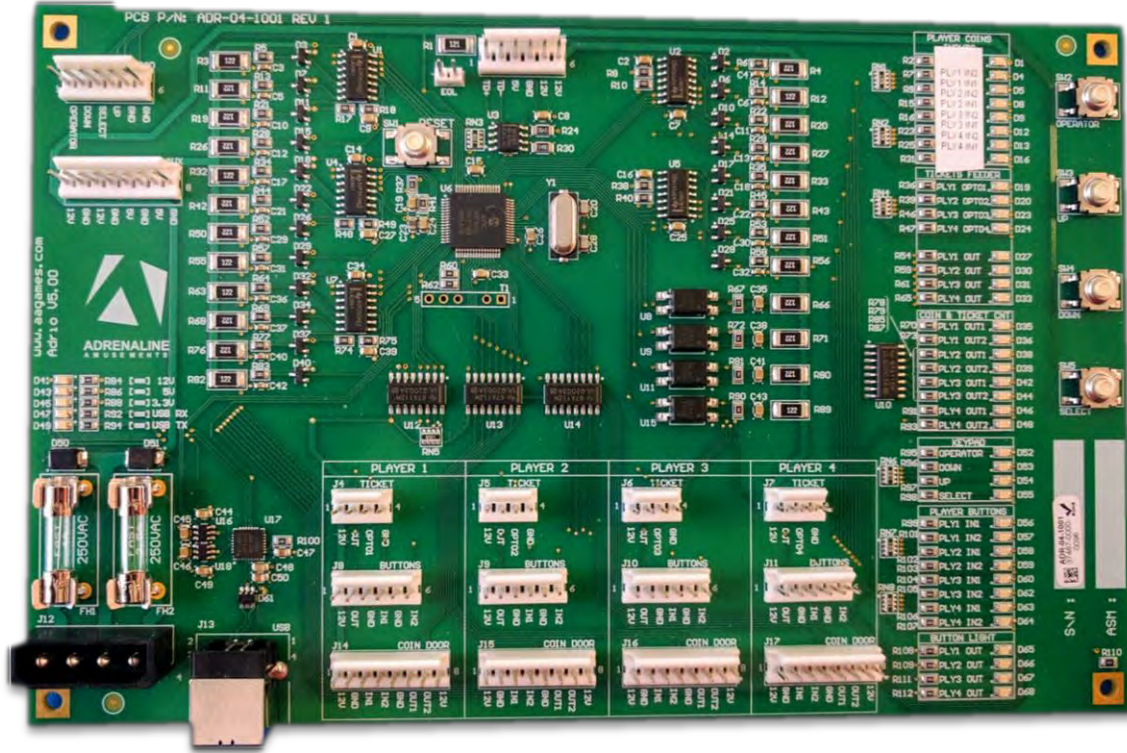
| Part Description | Part Number |
|---|-------------|
| Harness for Operator Buttons in Drawer | CZT-03-OPRT |
| Harness for Power Supply +5V/+12V in drawer | CZT-03-0001 |
| Harness for Power Supply To I/O Board | CZT-03-0002 |
| Harness for Player Boxes (Button & Fan) | CZT-03-0003 |
| Harness for I/O Board To Player-1 | CZT-03-0004 |
| Harness for I/O Board to Players 2-3-4 + Coin Door & Ticket Dispenser | CZT-03-0005 |
| Harness for I/O Board to Player 1 Coin Door & Ticket Dispenser | CZT-03-0006 |
| Harness for RGB LED Controller Power/Data | CZT-03-1007 |
| Harness for RGB LEDs 4-corners | CZT-03-1008 |
| Harness for Header Power | CZT-03-1009 |
| Harness for PC Box Power Button | INV-03-4080 |

Misc. Parts

| Part Description | Part Number |
|--|--------------------|
| Bit Torx T-25 | CZT-05-1011 |
| Full Extension Drawer Slider Series 4500 | CZT-05-1010 |
| Power Entry EMI Filter | ADR-05-1241 |
| Red Low Ticket LED | ADR-L20691-ND |

Chapter 08 – Diagrams & Schematics

I/O board ADR-04-1001 (2016-2017 Discontinued)



Version 1 Wiring Colors

| <u>J1</u> | <u>J2</u> | <u>J3</u> | <u>J4</u> |
|---|--|---|---|
| <u>No Use</u> | <u>Keypad</u> 1. (Blue) Enter 2. (Green) Down 3. (Red) Select 4. (White) Up 5. (Black) GND 6. No Use | <u>No Use</u> | <u>Player 1 Ticket</u> 1. (Red) +12V 2. (White) OUT 3. (Green) OPT01 4. (Black) GND |
| <u>J5</u> | <u>J6</u> | <u>J7</u> | <u>J8</u> |
| <u>Player 2 Ticket</u> 1. (Red) +12V 2. (White) OUT 3. (Green) OPT02 4. (Black) GND | <u>Player 3 Ticket</u> 1. (Red) +12V 2. (White) OUT 3. (Green) OPT03 4. (Black) GND | <u>Player 4 Ticket</u> 1. (Red) +12V 2. (White) OUT 3. (Green) OPT04 4. (Black) GND | <u>Player 1 Buttons</u> 1. (Red) +12V 2. (Blue) OUT 3. (Black) GND 4. (White) IN1 5. No Use 6. No Use |

CrazyTower Arcade Manual V6.0
Chapter 08 – Diagrams & Schematics

| <u>J9</u> | <u>J10</u> | <u>J11</u> | <u>J12</u> |
|---|---|---|------------------------|
| <u>Player 2 Buttons</u> 1. (Red) +12V 2. (Blue) OUT 3. (Black) GND 4. (White) IN1 5. No Use 6. No Use | <u>Player 3 Buttons</u> 1. (Red) +12V 2. (Blue) OUT 3. (Black) GND 4. (White) IN1 5. No Use 6. No Use | <u>Player 4 Buttons</u> 1. (Red) +12V 2. (Blue) OUT 3. (Black) GND 4. (White) IN1 5. No Use 6. No Use | <u>5V/12V Input DC</u> |

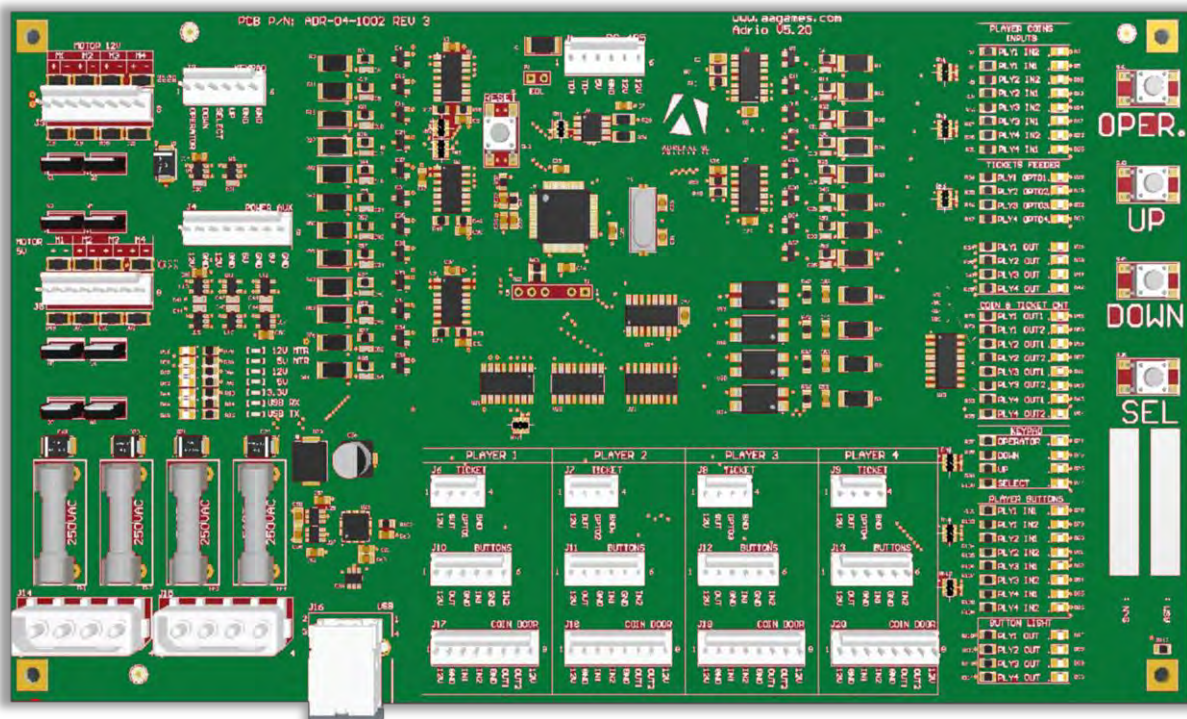
| <u>J13</u> | <u>J14</u> | <u>J15</u> | <u>J16</u> |
|--|--|--|--|
| <u>USB To Computer</u> | <u>Coin Door Player-1</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. (Yellow) IN2 5. (Blue) GND 6. (Brown) OUT1 7. (Orange) OUT2 8. (Green) +12V | <u>Coin Door Player-2</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. (Yellow) IN2 5. (Blue) GND 6. (Brown) OUT1 7. (Orange) OUT2 8. (Green) +12V | <u>Coin Door Player-3</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. (Yellow) IN2 5. (Blue) GND 6. (Brown) OUT1 7. (Orange) OUT2 8. (Green) +12V |
| <u>J17</u> | | | |
| <u>Coin Door Player-4</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. (Yellow) IN2 5. (Blue) GND 6. (Brown) OUT1 7. (Orange) OUT2 8. (Green) +12V | | | |

Version2 Wiring Colors

| | | | |
|--|--|--|--|
| <u>J1</u> | <u>J2</u> | <u>J3</u> | <u>J4</u> |
| <u>No Use</u> | <u>Keypad</u> 1. (Blue) Enter 2. (Green) Down 3. (Red) Select 4. (White) Up 5. (Black) GND 6. No Use | <u>No Use</u> | <u>Player 1 Ticket</u> 1. (Red/White) +12V 2. (White/Black) OUT 3. (Green/White) OPTO1 4. (Black/White) GND |
| <u>J5</u> | <u>J6</u> | <u>J7</u> | <u>J8</u> |
| <u>Player 2 Ticket</u> 1. (Red/White) +12V 2. (White/Black) OUT 3. (Green/White) OPTO1 4. (Black/White) GND | <u>Player 3 Ticket</u> 1. (Red/White) +12V 2. (White/Black) OUT 3. (Green/White) OPTO1 4. (Black/White) GND | <u>Player 4 Ticket</u> 1. (Red/White) +12V 2. (White/Black) OUT 3. (Green/White) OPTO1 4. (Black/White) GND | <u>Player 1 Buttons</u> 1. (Red/Black) +12V 2. (Blue/Black) OUT 3. (Black/Red) GND 4. (White/Red) IN1 5. No Use 6. No Use |
| <u>J9</u> | <u>J10</u> | <u>J11</u> | <u>J12</u> |
| <u>Player 2 Buttons</u> 1. (Red/Black) +12V 2. (Blue/Black) OUT 3. (Black/Red) GND 4. (White/Red) IN1 5. No Use 6. No Use | <u>Player 3 Buttons</u> 1. (Red/Black) +12V 2. (Blue/Black) OUT 3. (Black/Red) GND 4. (White/Red) IN1 5. No Use 6. No Use | <u>Player 4 Buttons</u> 1. (Red/Black) +12V 2. (Blue/Black) OUT 3. (Black/Red) GND 4. (White/Red) IN1 5. No Use 6. No Use | <u>5V/12V Input DC</u> |

| <u>J13</u> | <u>J14</u> | <u>J15</u> | <u>J16</u> |
|---|---|---|---|
| <u>USB To Computer</u> | <u>Coin Door Player-1</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. (Orange/Red) IN2 5. (Blue) GND 6. (Red/Green) OUT1 7. (Orange) OUT2 8. (Green) +12V | <u>Coin Door Player-2</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. (Orange/Red) IN2 5. (Blue) GND 6. (Red/Green) OUT1 7. (Orange) OUT2 8. (Green) +12V | <u>Coin Door Player-3</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. (Orange/Red) IN2 5. (Blue) GND 6. (Red/Green) OUT1 7. (Orange) OUT2 8. (Green) +12V |
| <u>J17</u> | | | |
| <u>Coin Door Player-4</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. (Orange/Red) IN2 5. (Blue) GND 6. (Red/Green) OUT1 7. (Orange) OUT2 8. (Green) +12V | | | |

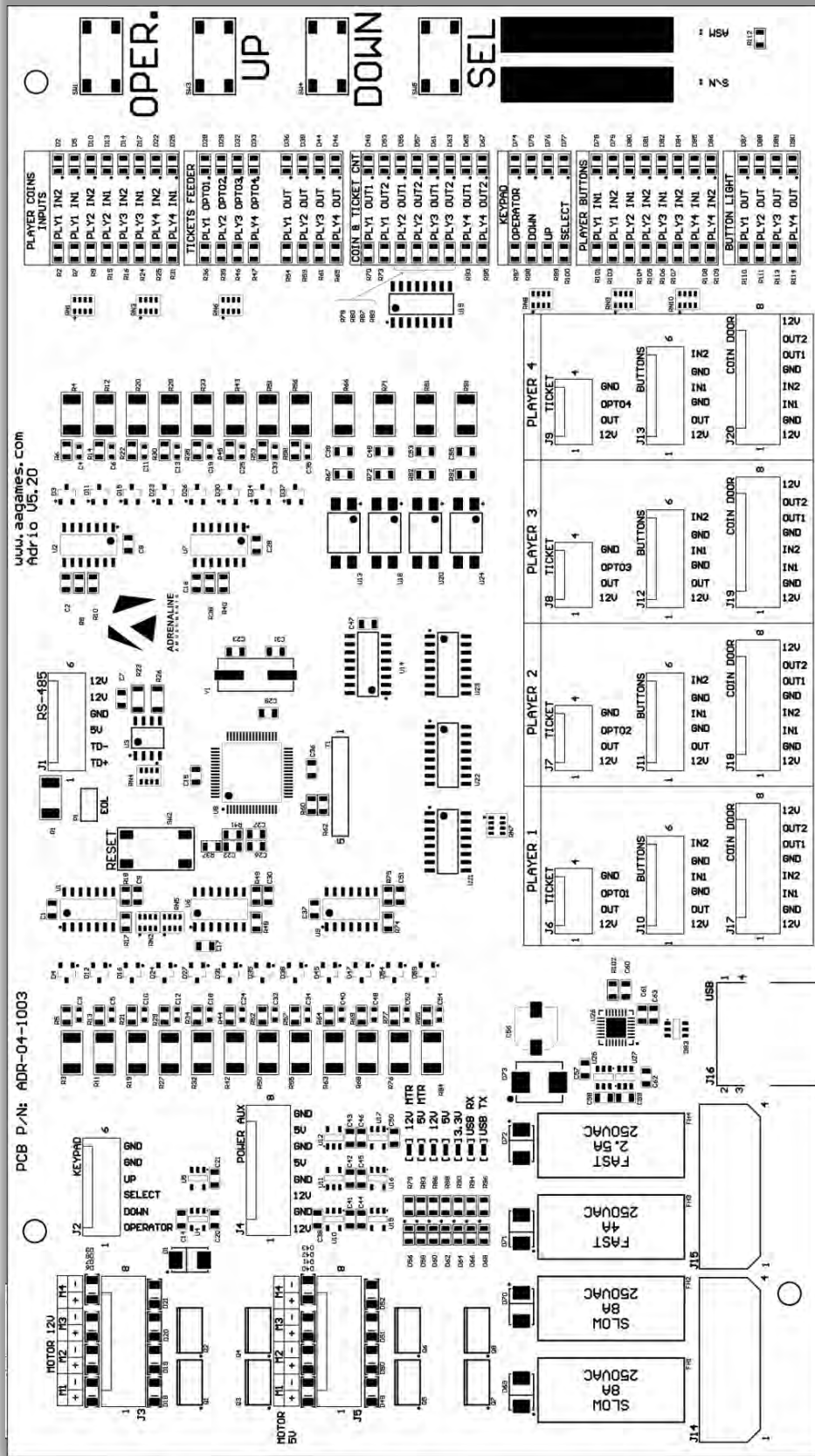
I/O Board ADR-04-1003 (2018-...)



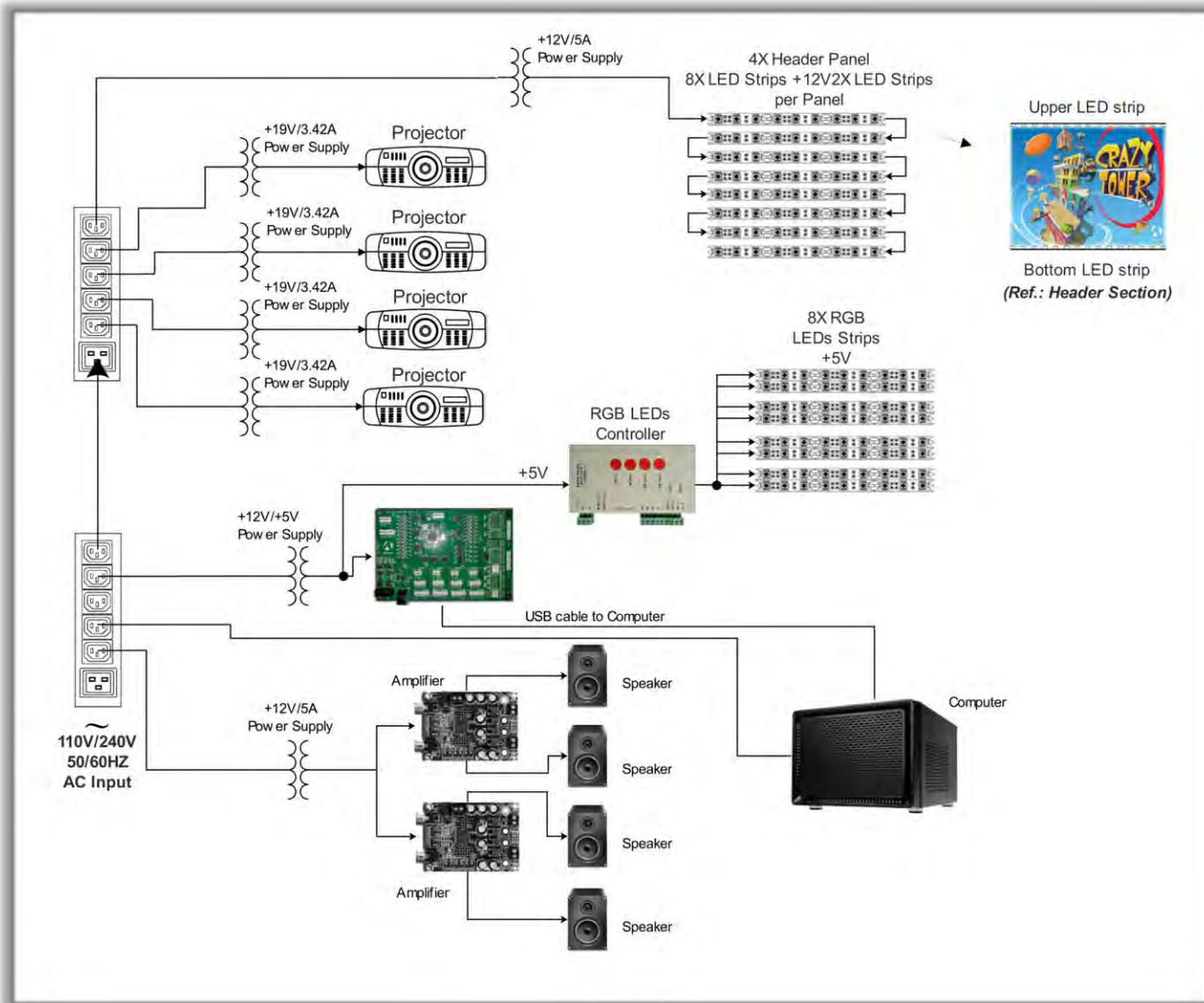
| | | | |
|--|---|---|---|
| <u>J1</u> No Use | <u>J2</u> No Use | <u>J3</u> No Use | <u>J4</u> No Use |
| <u>J5</u> No Use | <u>J6</u> Player 1 Ticket 1. (Red/White) +12V 2. (White/Black) OUT 3. (Green/White) OPTO1 4. (Black/White) GND | <u>J7</u> Player 2 Ticket 1. (Red/White) +12V 2. (White/Black) OUT 3. (Green/White) OPTO1 4. (Black/White) GND | <u>J8</u> Player 3 Ticket 1. (Red/White) +12V 2. (White/Black) OUT 3. (Green/White) OPTO1 4. (Black/White) GND |
| <u>J9</u> Player 4 Ticket 1. (Red/White) +12V 2. (White/Black) OUT 3. (Green/White) OPTO1 4. (Black/White) GND | <u>J10</u> Player 1 Buttons 1. (Red/Black) +12V 2. (Blue/Black) OUT 3. (Black/Red) GND 4. (White/Red) IN1 5. No Use 6. No Use | <u>J11</u> Player 2 Buttons 1. (Red/Black) +12V 2. (Blue/Black) OUT 3. (Black/Red) GND 4. (White/Red) IN1 5. No Use 6. No Use | <u>J12</u> Player 3 Buttons 1. (Red/Black) +12V 2. (Blue/Black) OUT 3. (Black/Red) GND 4. (White/Red) IN1 5. No Use 6. No Use |

| J13 | J14 | J15 | J16 |
|--|--|--|--|
| <u>Player 4 Buttons</u> 1. (Red/Black) +12V 2. (Blue/Black) OUT 3. (Black/Red) GND 4. (White/Red) IN1 5. No Use 6. No Use | <u>12V Input DC</u> | <u>5V/12V Input DC</u> | <u>USB To Computer</u> |
| J17 | J18 | J19 | J20 |
| <u>Coin Door Player-1</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. (Orange/Red) IN2 5. (Blue) GND 6. (Red/Green) OUT1 7. (Orange) OUT2 8. (Green) +12V | <u>Coin Door Player-2</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. (Orange/Red) IN2 5. (Blue) GND 6. (Red/Green) OUT1 7. (Orange) OUT2 8. (Green) +12V | <u>Coin Door Player-3</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. (Orange/Red) IN2 5. (Blue) GND 6. (Red/Green) OUT1 7. (Orange) OUT2 8. (Green) +12V | <u>Coin Door Player-4</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. (Orange/Red) IN2 5. (Blue) GND 6. (Red/Green) OUT1 7. (Orange) OUT2 8. (Green) +12V |

CrazyTower Arcade Manual V6.0
 Chapter 08 – Diagrams & Schematics



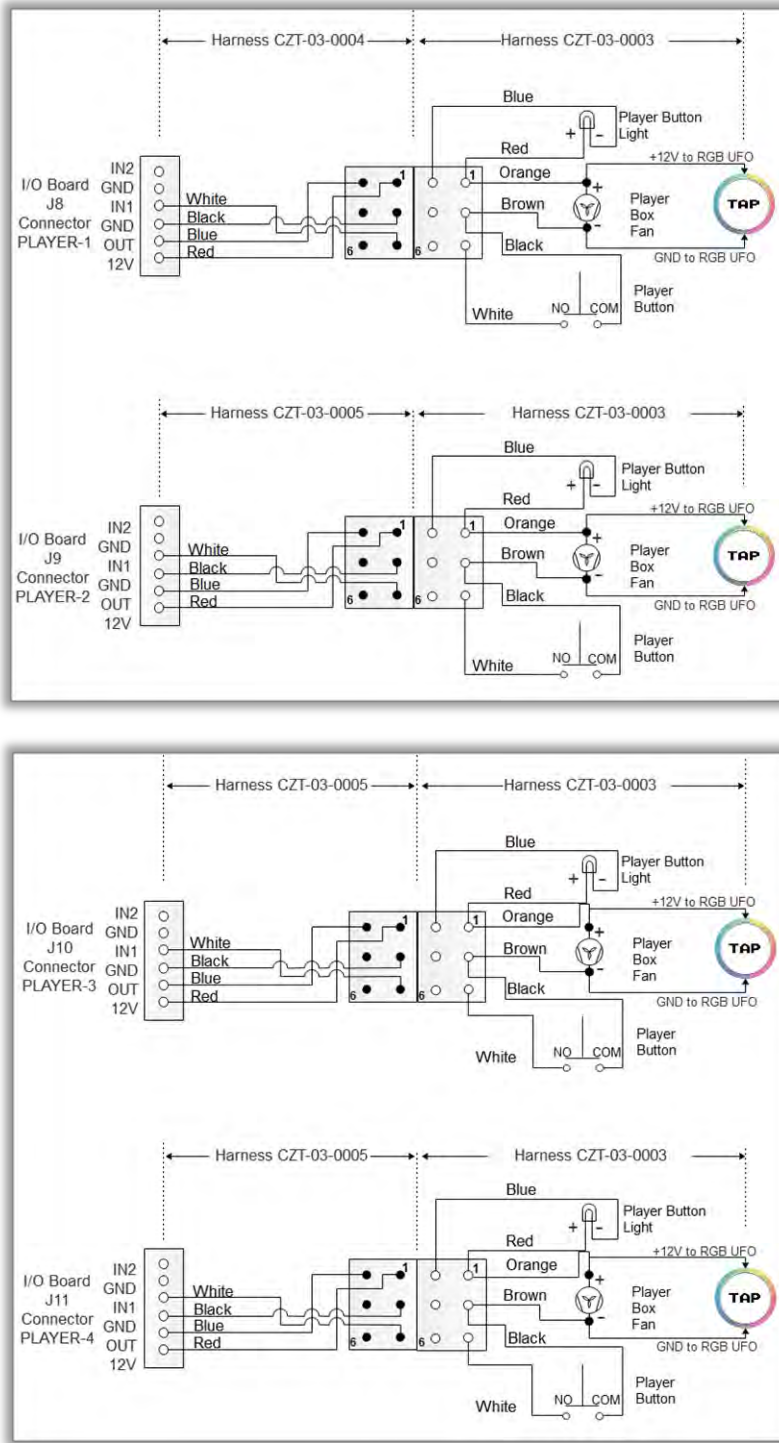
Power Distribution Schematics



Player Station Wiring

Version 1 Wiring

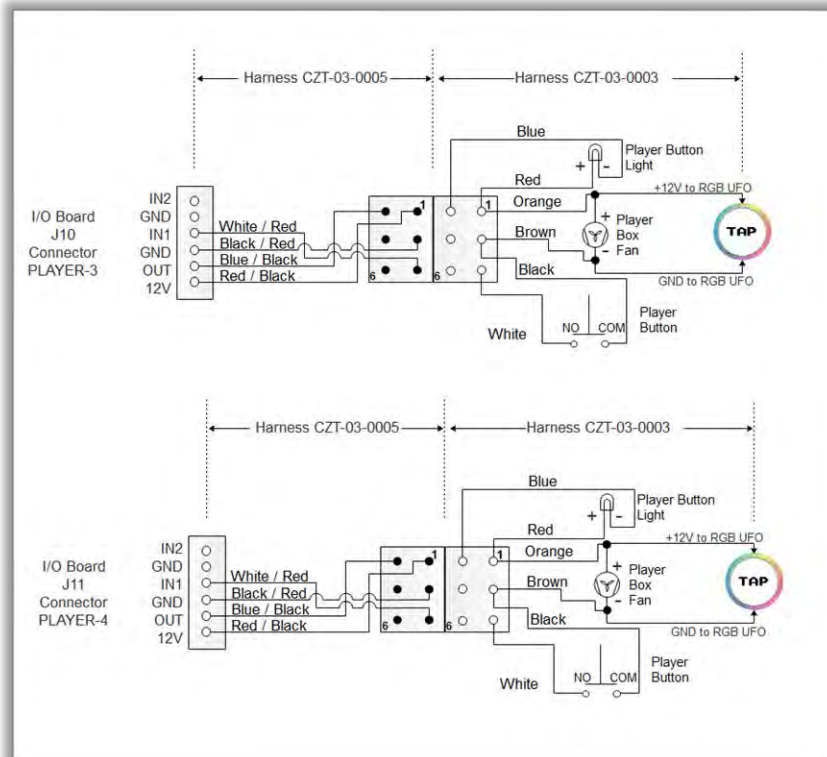
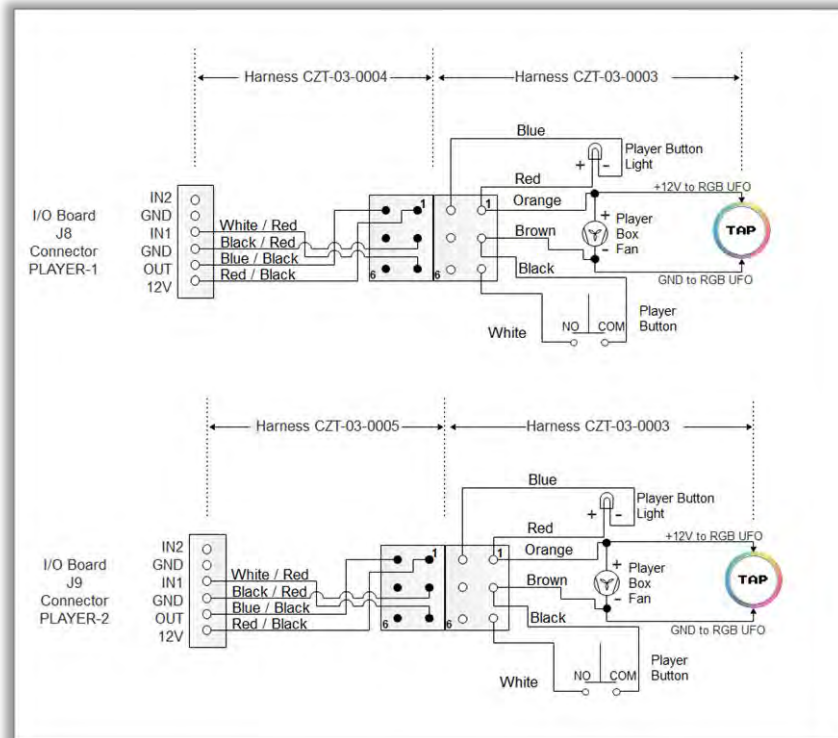
(I/O Board ADR-04-1001 – Discontinued)



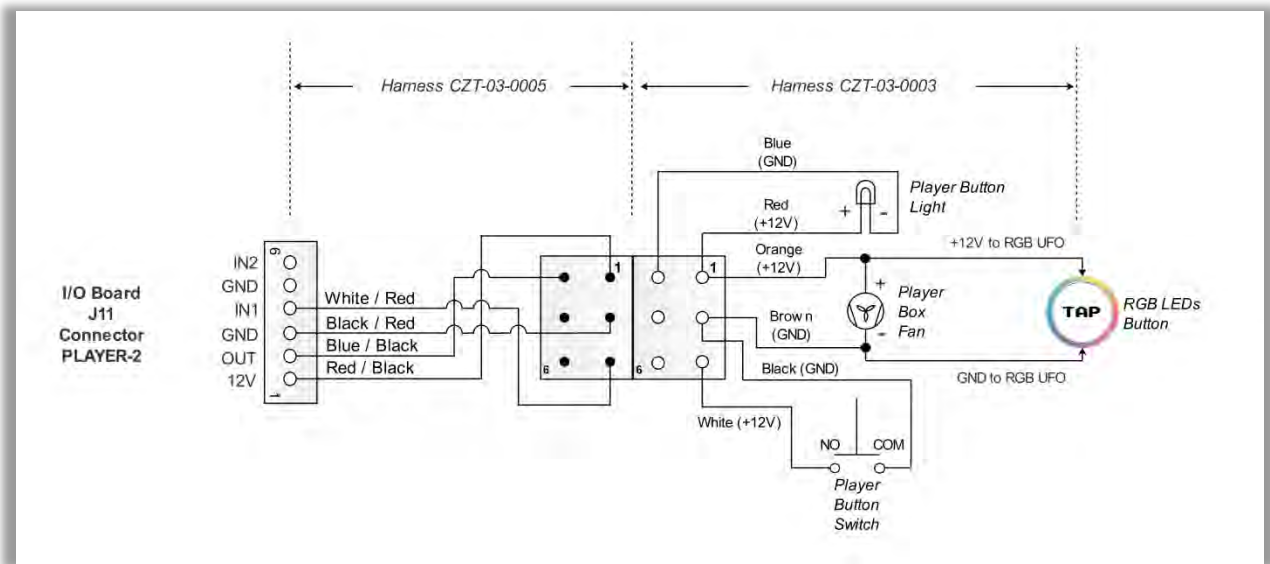
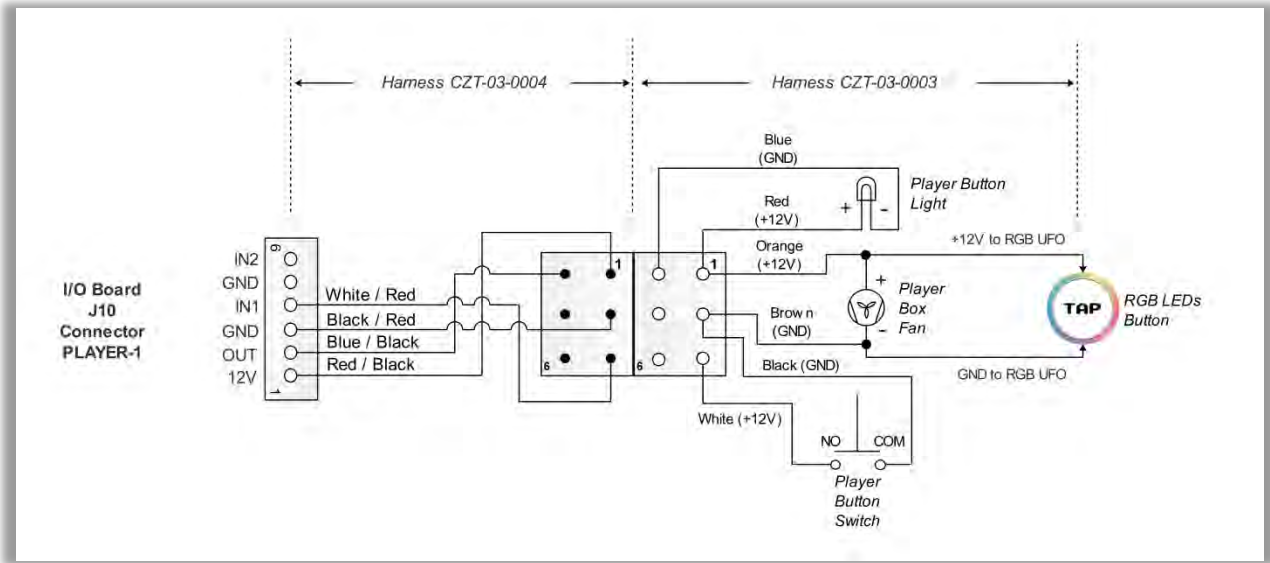
CrazyTower Arcade Manual V6.0
Chapter 08 – Diagrams & Schematics

Version 2

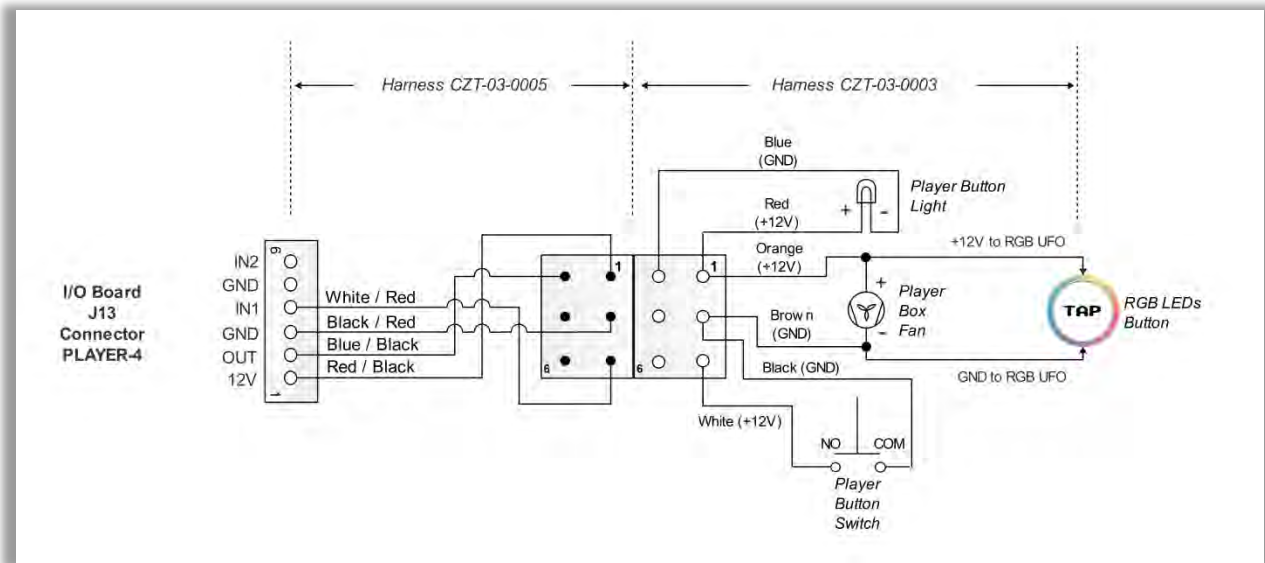
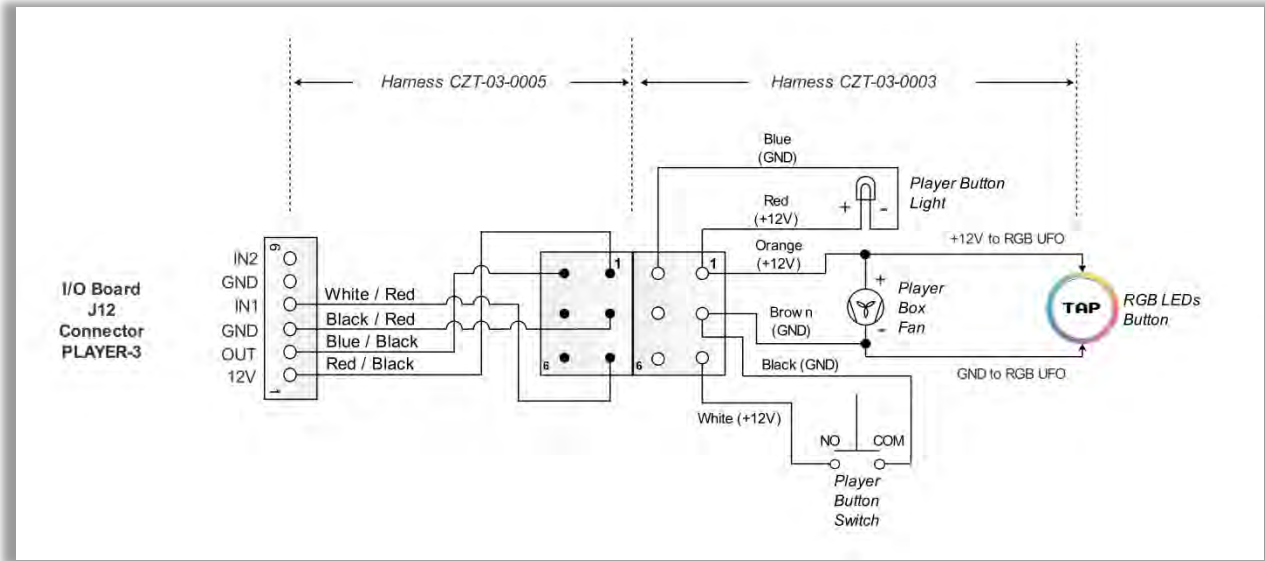
(I/O Board ADR-04-1001 – Discontinued)



I/O Board ADR-04-1004 Version Wiring (2018-...)



CrazyTower Arcade Manual V6.0
 Chapter 08 – Diagrams & Schematics



Coins & Ticket Wiring

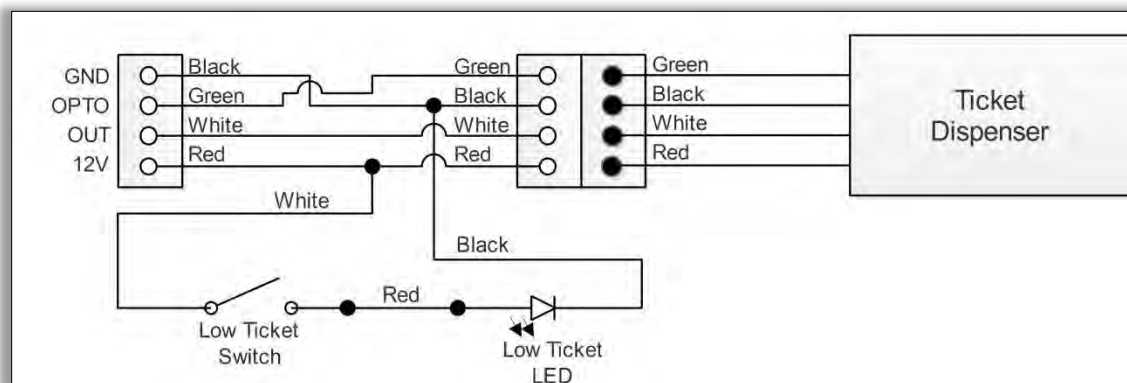
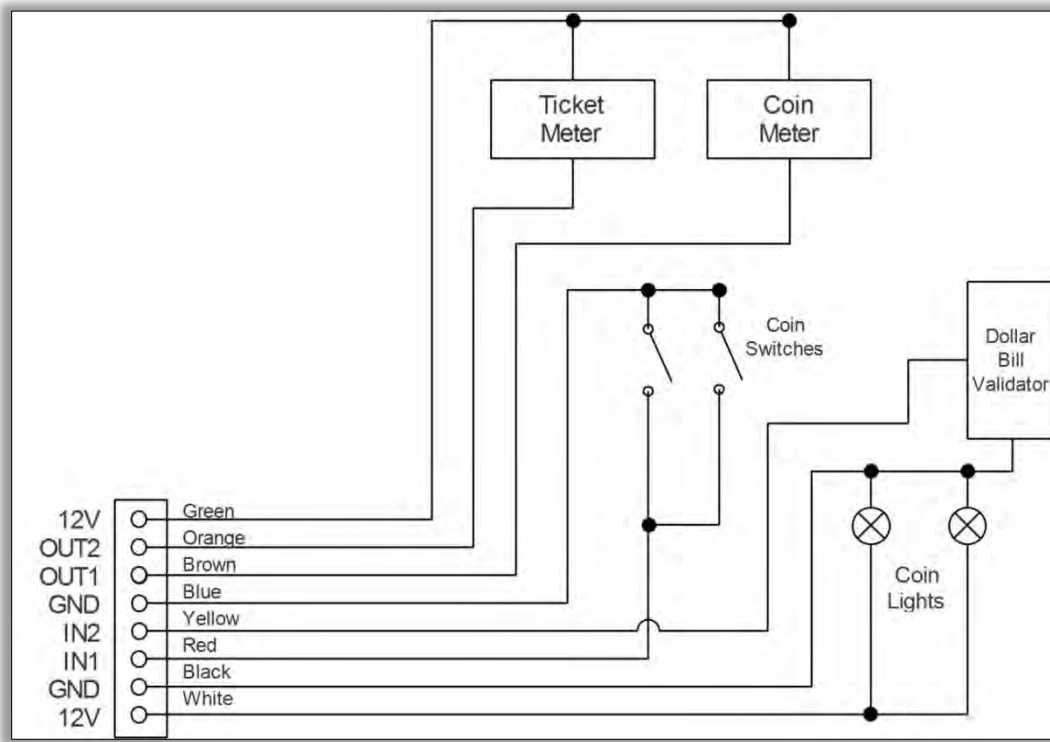
Player-1 (Drawer) uses harness CZT-03-0006

Players-2-3-4 uses harness CZT-03-0005.

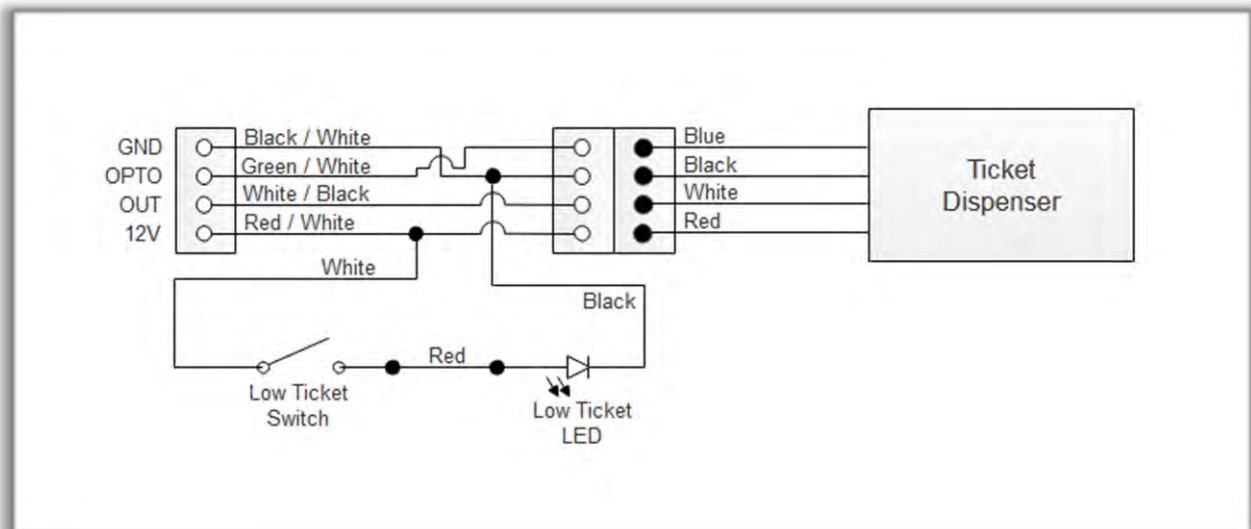
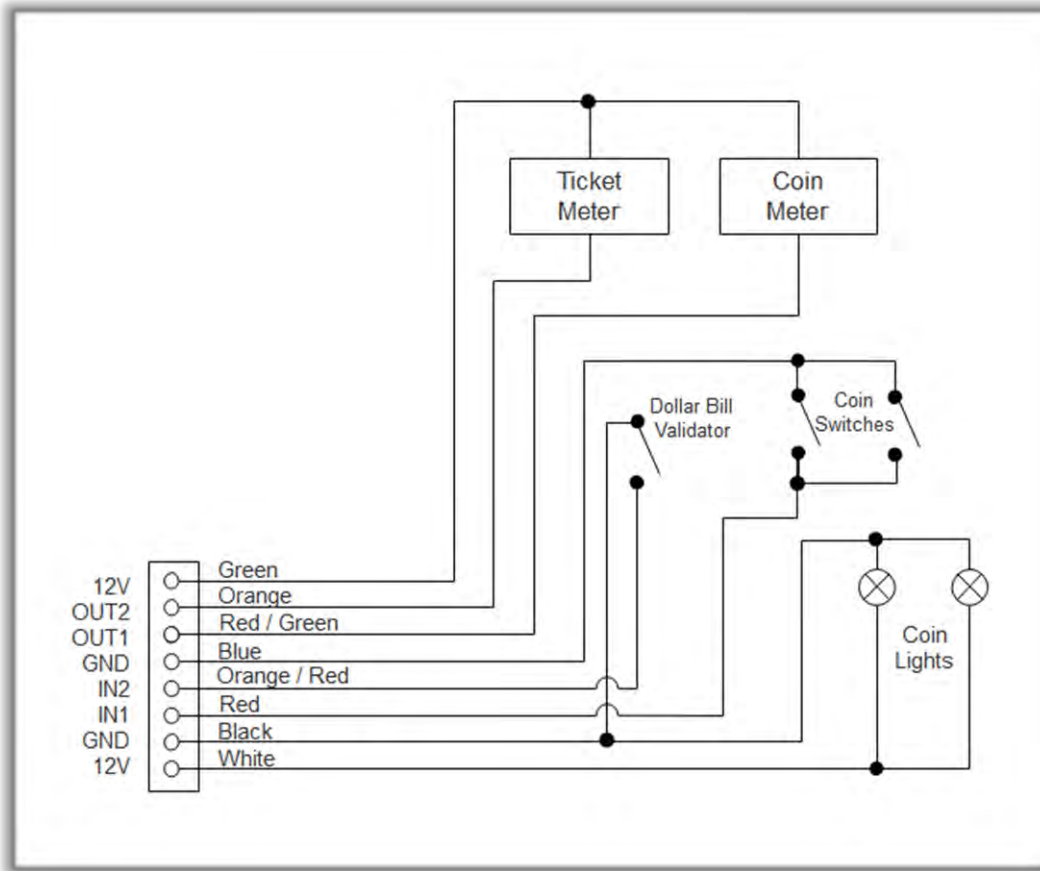
Ticket harness goes on connector J4 to J7 (Refer to page 37) (Discontinued).

Coin Acceptor harness goes on connectors J14 to J17 (Refer to page 38) (Discontinued).

Wiring color code Version 1 (Discontinued)



Wiring color code Version 2 for I/O Board ADR-04-1001 (Discontinued)



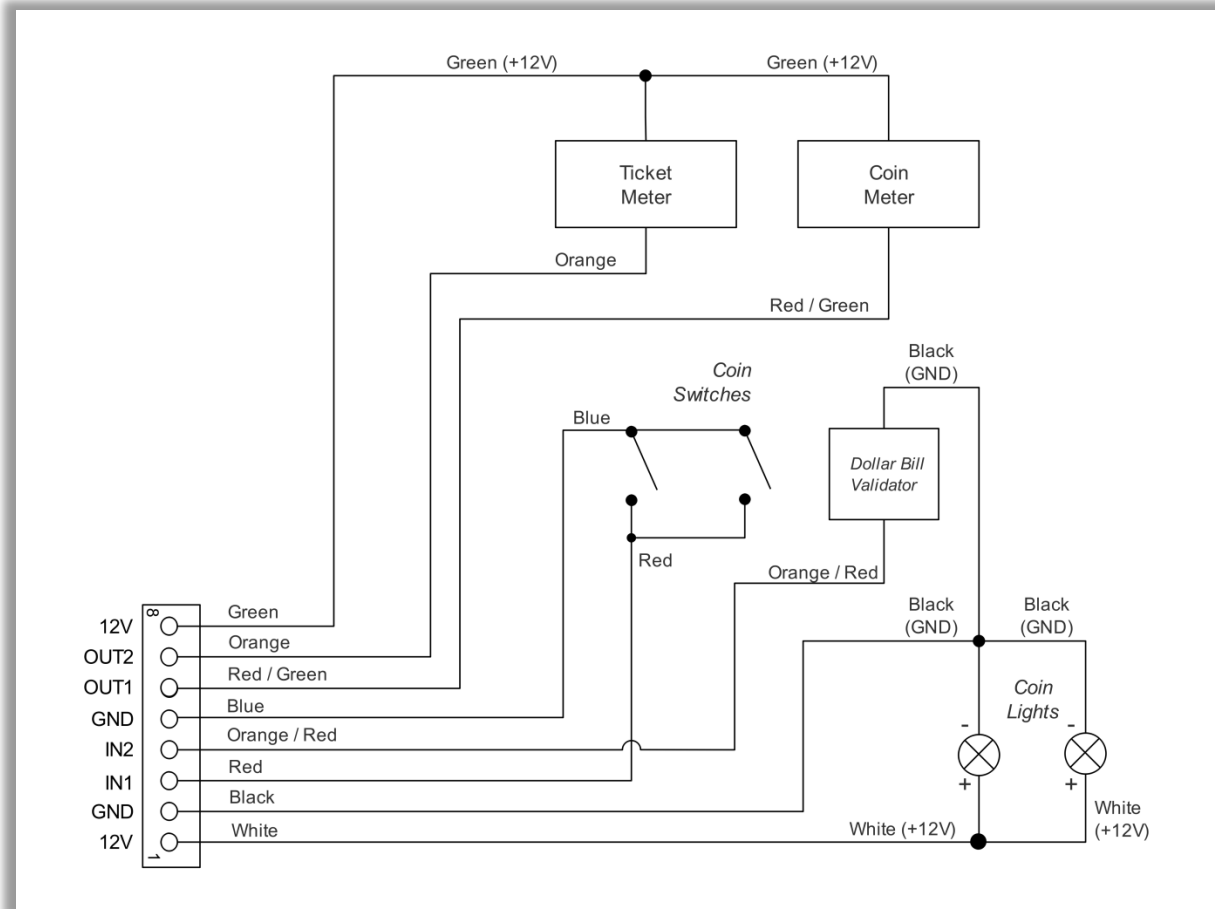
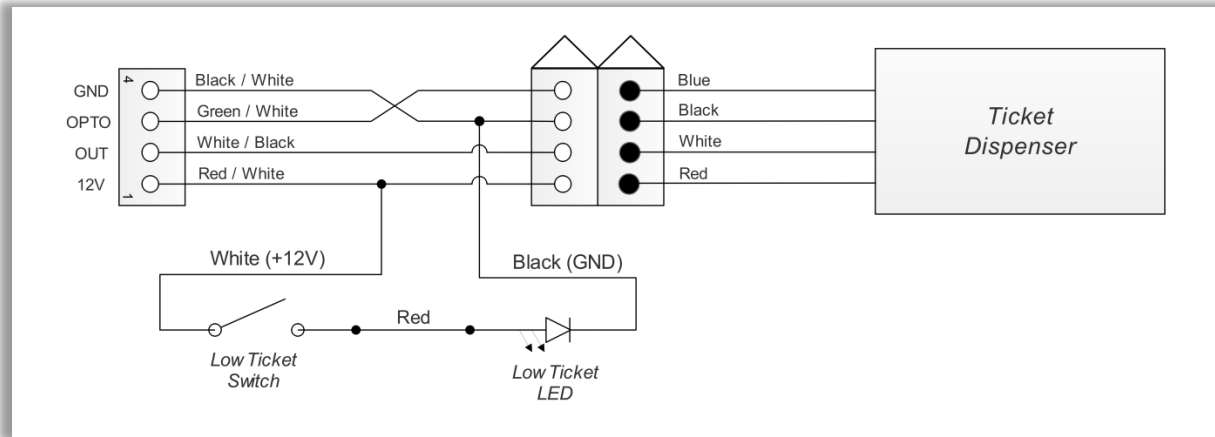
Wiring Color Code for I/O Board ADR-04-1004

Player-1 (Drawer) uses harness CZT-03-0006

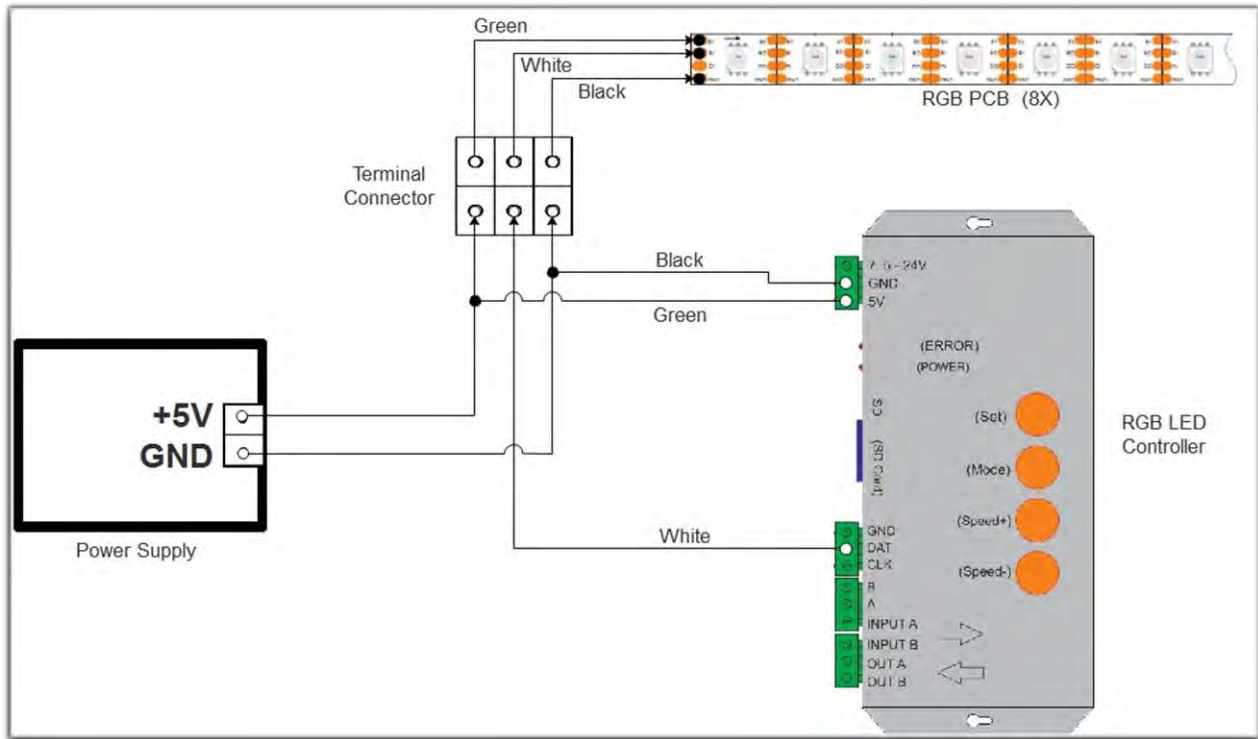
Players-2-3-4 uses harness CZT-03-0005.

Ticket harness goes on connector J6 to J9 (Refer to page 39).

Coin Acceptor harness goes on connectors J17 to J20 (Refer to page 40).



RGB LED Wiring



Chapter 09 – Software Recovery

If your unit software needs to be restored please follow those instructions.

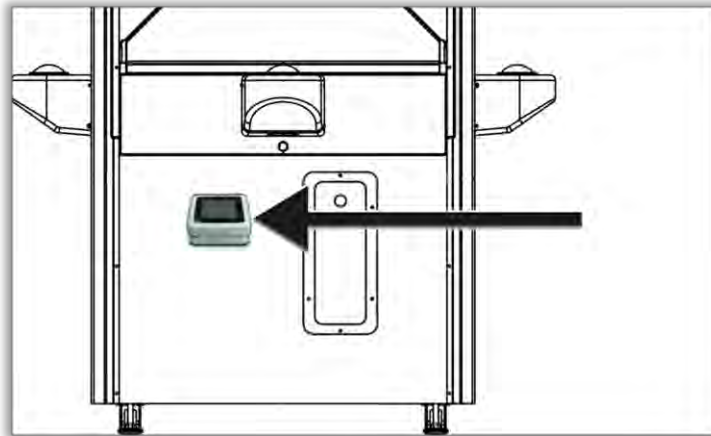
- Connect a USB keyboard to the motherboard.
- Connect the provided USB Recovery flash disk is in a ***Black*** USB port.
- Power on the unit and press F8 on the keyboard to display the boot menu.
- Choose the *UEFI: USB device ~16GB*

The process takes 25-30minutes and the unit will reboot back in the game at the end. The Wireless credentials will need to be re-entered and Operator settings will be back at the default ones.

Chapter 10 – Card Reader


If you use a card reader system, it is important to follow those instructions.

You need to install 4 card readers, one for each player.
Configure your Operator settings as seen on page 13-14.

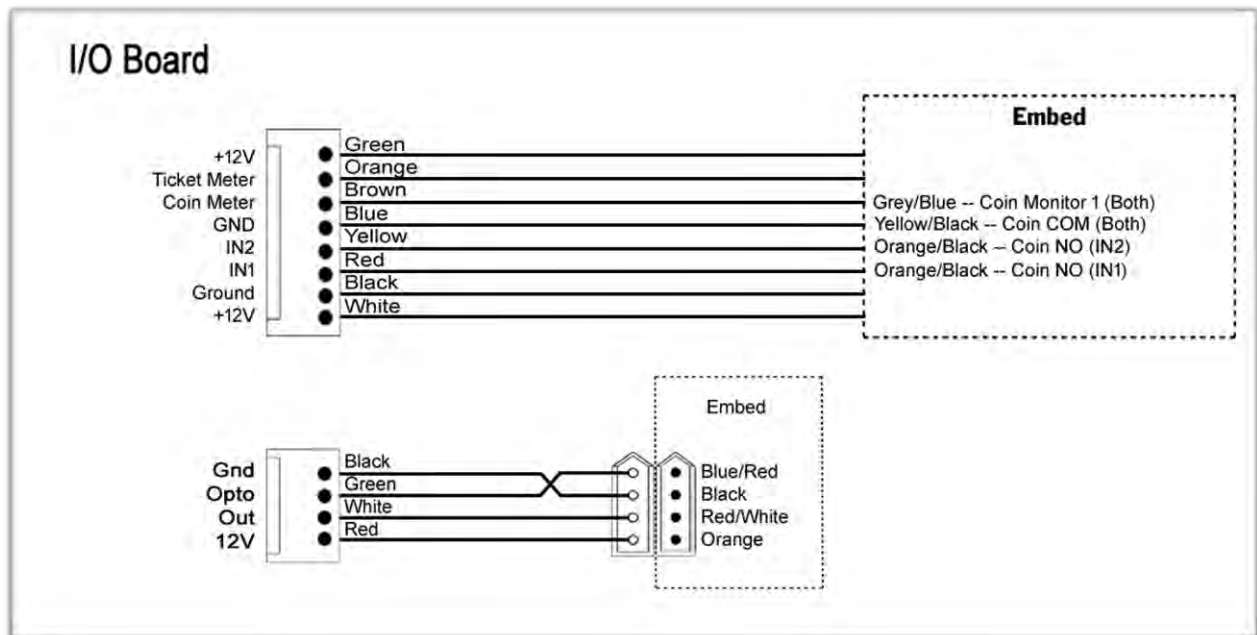


Embed System

If you are using an Embed system, you need to connect your harnesses to Adrenaline Amusements I/O board & harnesses. You should refer to the Embed instructions manual for wiring pin-out but here's Embed V5 example:



| Pin | Wire Color | Signal | I/O | Pin | Wire Color | Signal | I/O |
|-----|--------------|----------------|-----|-----|--------------|----------------|-----|
| 1 | Orange | 12 VDC | I | 2 | Orange | 12 VDC | I |
| 3 | Black | Ground | O | 4 | Black | Ground | O |
| 5 | | | | 6 | | | |
| 7 | Orange/Black | Coin NO | O | 8 | Yellow/Black | Coin COM | O |
| 9 | Grey/Blue | Coin Monitor 1 | I | 10 | Grey/Black | Coin Monitor 2 | I |
| 11 | Blue/Red | Game Notch 1 | O | 12 | | | |
| 13 | Blue | Ticket Notch 1 | I | 14 | | | |
| 15 | White | Ticket Drive 1 | O | 16 | | | |
| 17 | White/Red | Game Drive 1 | I | 18 | | | |



The Embed settings are Standard except:

-Ticket Mech Type: Dumb DC

-Drive Polarity: Positive

-Notch Polarity: Negative

-Game ticket notch width = 6 (60ms)

-Game ticket notch spacing = 24 (240ms)

-Game Drive Threshold = 15 (1.5V)

-Drive Debounce = 40ms



Limited Warranty Policies

Customers must provide the unit serial number when claiming any warranty request.

Adrenaline Amusements (AAGames) warrants this Arcade unit (Including accessories) against defects in material or workmanship as follows:

This unit has 1 year warranty against defective hardware from date of delivery.

Other than abuse or improper servicing, Adrenaline Amusements covers at no charge the replacement parts including standard shipping.

Customers have 30 days from delivery date to return back the defective equipment at their fees or they will be billed automatically.

Improper servicing or abuse will VOID existing warranties.

All warranty request needs to be validate with our technical support department.

After the 1 year warranty, Adrenaline Amusements offers repairs & sales services options. Please contact the technical support department for information.

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